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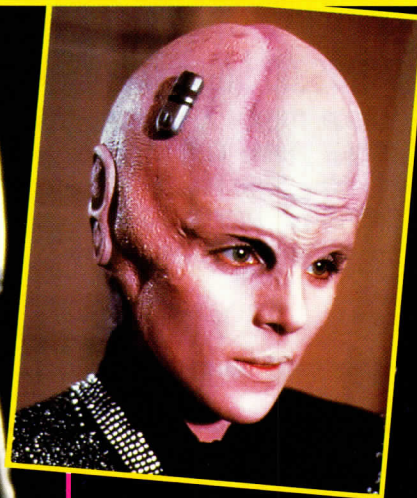
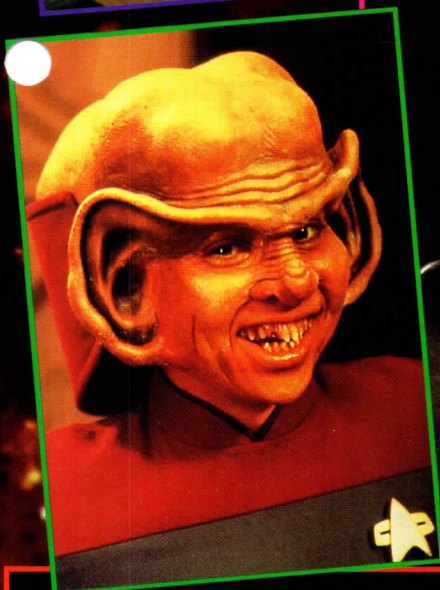


The Borg Queen
Profile on 'the one who is many'

Phaser Rifles
A hundred years of weapons

Nog in Starfleet
The Academy's first Ferengi

The Bynars
Computerized humanoids



Hanon IV
Stranded on a primitive world



U.S.S. ENTERPRISE NCC-1701-E
Blueprints of Picard's new ship

ISSN 1364-3983



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THE OFFICIAL STAR TREK[®] FACT FILES



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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 38



OTHER GROUPS
AND RACES

THE BYNARS

The Bynars are among the most extraordinary species that Starfleet has ever encountered. Over the years, these humanoid have become completely dependent on computer systems.

Bynars are compact humanoid inhabitants of **Bynaus**, a planet in the **Beta Magellan** system. They have pale purple skin and pleasant but non-sexually specific facial features. They move awkwardly and walk with an odd, stiff-legged gait.

Though they are somewhat shorter than the human norm, their heads are proportionately larger, indicating well-developed brains. Each of the Bynars has a crease partway up

the back of its skull, and the design of the brain's lobes makes the skull appear to be streamlined.

Ears lie flat against the head in a typically humanoid indentation. Some Bynar ears appear to be double, with one above the other on the same side of the head.

Strange species

All Bynars seem to wear the same outfit – a tight black jumpsuit with a wide sparkling silver stripe at each side. Bynars are often employed by the

Federation to work on computer systems, but the Bynars working at **Starbase 74** are definitely not members of **Starfleet**, wearing neither uniform nor insignia.

Bynars can communicate with other races, but when they speak to each other they burble quickly in their own strange language.

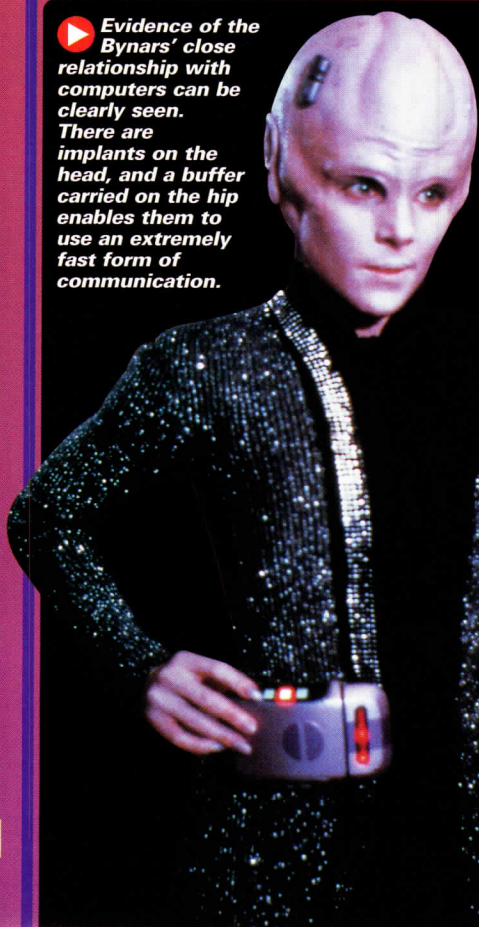
Hybrid race

The Bynars are a humanoid species that has become highly integrated with computer systems. They even have an almost binary language.



COMMUNICATION

Evidence of the Bynars' close relationship with computers can be clearly seen. There are implants on the head, and a buffer carried on the hip enables them to use an extremely fast form of communication.



Bynars travel in pairs that are closely linked to each other, but the pairing does not seem to be sexual. The two seem to act as one, regularly finishing one another's sentences. All Bynars are capable of communicating at great speed.



The Bynars have a remarkable understanding of computer systems, far surpassing that of other humanoids. They can improve Starfleet computers beyond recognition.

Planet Bynaus
Class M **Quadrant** Alpha
Also known as No other names

Primary star Beta Magellan
Inhabitants Bynars
Atmosphere Oxygen/nitrogen
Moons Unknown
Remarks Solar activity causes severe damage to the planetary computer system in 2364.

Important Features The humanoid species on Bynaus, the Bynars, has developed a close relationship with computer systems. In fact, the Bynars can no longer survive without the aid of their computers; all of them require a link to the planetary computer system on Bynaus.

Starship Log STAR TREK: THE NEXT GENERATION '11001001'

GALAXY FACTS

▶ Many other species require technological aids to survive in an alien environment. But the Bynars are the only known race who depend so completely on technology even on their own planet. Even the Borg can survive away from the Collective.

▶ **Sticking together**
Bynars travel in pairs who seem to mirror one another. This enables them to act together, in a highly efficient relationship.

Members of Bynar pairs commonly finish each other's sentences.

Bynars seem social, willing and able to answer questions asked by outsiders. They also seem to have a highly developed moral and ethical sense. When upset or excited, they speak more quickly and their movements become agitated.

Computer-dependent

Just as the binary language of computers is made up of two characters, ones and zeroes, Bynars always travel in pairs. Over time they have become so interconnected with the master computer on Bynaus that their language and thought patterns have become as near to binary as is possible for organic beings. They even see the world in terms of black and white, of yes and no. For the Bynars there are no gray areas.

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OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 38

THE BYNARS



OTHER GROUPS AND RACES

▼ Specialist

The Bynars' relationship with computers has made them extremely useful to Starfleet, which often employs them to work on computer upgrades.



Both members of a unified pair wear boxes with blinking lights at the hip and smaller silver blinking boxes attached to their foreheads. The hip boxes are information buffers. Because they are humanoids and not actually computers themselves, these buffers allow the Bynars to take information in as quickly as possible, and then store it until needed.

The members of a single pair appear to be mirror images of each other – one

member will have his blinking boxes on the left, and the other on the right.

Having such a close relationship with computers is a tremendous advantage to a society. However, even the Bynars admit there are also some disadvantages. If the central computer goes down, so do the Bynars themselves.

Serious problem

On Stardate 41365.9 the Bynars steal the U.S.S. *Enterprise* NCC-1701-D from Starbase 74. To empty

the ship of all personnel, the Bynars produce a simulation convincing trained technical staff that the ship's antimatter containment fields are failing.

The Bynars take this drastic action to save their civilization. An electromagnetic pulse caused by a nearby supernova threatens the master computer on Bynaus, and the Bynars want to store all the computer's information in the main computer of the *Enterprise* until the

pulse has passed. But two *Enterprise* crewmen, Captain Picard and Commander Riker, are trapped on board, and realize what is happening. When the computer on Bynaus fails they are able to reinitialize it, saving the Bynars' lives.

The Bynars had been unwilling to simply ask for help because they could only conceive of two answers – yes and no. To their binary minds, the chance of a 'no' seems too great to risk.

A SIMPLE CHOICE

A way of life

The Bynars have become so integrated with the master computer on Bynaus that they cannot function without it. The Bynars even think like computers, dealing with the universe in simple, binary terms. This means they cannot cope with the concept of indecision or of a less than definite response.



▶ Saved by Starfleet

Captain Picard and Commander Riker find the Bynars on the U.S.S. *ENTERPRISE* bridge. To save the Bynars, they must restore the information in the *ENTERPRISE*'s computers to Bynaus' central computer.

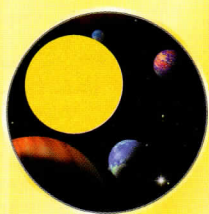
▼ Surprising actions

When the Bynars come aboard the *ENTERPRISE*, nobody suspects their motives. But the Bynars are desperately in need of help.

▶ Deactivated

Although the Bynars succeed in uploading Bynaus' information into the *ENTERPRISE*'s computers, the electromagnetic pulse comes sooner than expected and disables them. Without their central computer to support them, the Bynars collapse into a state resembling a coma.





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 3

HANON IV



STAR SYSTEMS

Marooned by the Kazon on a Class-M planet in the Pliocene stage of evolution, the crew of the *U.S.S. Voyager* learn the basics of survival.

A first-glance evaluation of **Hanon IV** shows that it is in the Pliocene stage of evolution, usually characterized by the appearance of certain geological and sedimentary deposits.

The landscape is striking, with rocky outcroppings set against a blue sky. And if it wasn't so unsettled, with seismic tremors and volcanic eruptions, it would be quite beautiful. High, snowcapped mountains rise above a hot, windy valley. The valley's landscape is desert-like, with chilly nights in contrast to the high temperatures of the day.

Vegetation is sparse and chaparral-like in appearance.

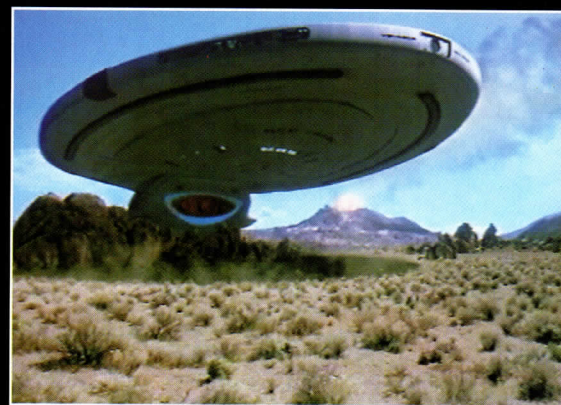
There appear to be few, if any, plants of nutritional value. There doesn't seem to be any accessible surface water, even though the mountains are covered with a fair amount of snow.

Primitive life

The planet is home to a number of life forms. There are grubs, predatory animals, and at least one tribe of protohumanoids. Some ostrich-egg-sized white eggs suggest that bird or reptilian life is also present.

The protohumanoids are a primitive people. Their hair is black and they have high foreheads, with yellowish skin and distinctive facial features

▶ The U.S.S. VOYAGER first lands on the planet when its Kazon captors decide to exile Janeway and her crew. It is obvious that surviving in this hostile environment will be difficult.



not unlike the **Kazon**. They prove to be quite adept at surviving in their environment.

The protohumanoids have developed basic toolmaking skills, and have fashioned weapons and clothing. Each tribe member carries a long wooden staff with one or two smaller sticks attached at the top with some kind of rope. Their hand-stitched clothing covers the entire body,

Planet Hanon IV
Class M **Quadrant** Delta
Also known as The 'Basics' planet

Native name Unknown
Surface Arid plains and snow-capped mountain ranges.
Life Forms Protohumanoids, who have developed basic language and tool-making skills; grubs; large, carnivorous snake-like creatures
Climate Typical desert climate: hot during the day, but cold at night.

Important Features The planet is prone to volcanic activity, which poses a threat to the native life forms.

Starship Log

STAR TREK: VOYAGER 'Basics' Pt 1; 'Basics' Pt 2.

NATIVE INHABITANTS

▶ Hanon IV is home to at least one species of protohumanoids. These people are relatively primitive, but seem to have developed language skills and have learned to make tools and clothing. They do not seem overtly aggressive.



▶ Large, predatory creatures live in cave systems. While inactive they curl up, but it seems that they can be easily awoken. Once roused, they are vicious opponents.

▶ Among the planet's more primitive inhabitants are grubs which live in the shadows under stones. With few other alternatives, the VOYAGER crew may have to use the grubs as food.



▶ When uncoiled, the creature shows its size. It supports itself on six large limbs and has a typical carnivore's head, with the jaws hinged at the back to ensure a powerful bite.



including the arms and legs. Despite their low level of technology, they seem to have a good understanding of the medicinal value of some of the planet's plant life.

Youthful aggression

Clustered in small bands of less than 20, their leadership is organized around an elder with a claw necklace. However, the elder's authority isn't enough to stop younger

members of the band from fighting over rights to living trophies. Females don't appear to have much influence, and seem to be traded between males. And although most of their communication is physical,

PRIMITIVE SPECIES



▲ The protohumanoids are capable of speech, but still make considerable use of non-verbal communication. Young males rush at one another, presumably in shows of strength.

▼ After chasing a party of U.S.S. VOYAGER crew members into a cave, the protohumanoids light a fire at the cave entrance and begin to chant. The purpose of these actions is unclear.



BRIEF VISIT



▲ This elder has extensive knowledge of the medicinal properties of the substances in his horn pouch, which he uses to stem a fever in an infant from VOYAGER.

The Guide to the STAR TREK Galaxy

FILE 4

CARD 3

HANON IV



STAR SYSTEMS



STAR SYSTEMS

VOLCANIC ACTIVITY



▲ The planet is extremely unstable and is prone to volcanic activity. Erupting volcanoes can clearly be seen on the horizon, and pose a threat to all of the native life forms.

▶ There is little the protohumanoids can do in the face of a volcano. They have no warning system, and can only hope to flee before they are overrun by lava.



with a lot of hand-waving and running back and forth, they are extremely sensitive to the subtleties of face-to-face communication, as **Commander Chakotay** finds out.

The protohumanoids are preyed upon by fast-moving, flesh-eating creatures that live in cave systems. These animals are over six meters long and at least two meters tall, and move on clawed limbs. Their jaws are hinged at the back of the head, allowing them to open wide, and are equipped with ferocious cutting teeth. Their skin is hard, and is resistant to

spears and arrows. Despite their large size and relatively small limbs, the creatures can move extremely quickly. Any humanoid that strays near the mouth of one of their caves is liable to be caught and eaten in seconds.

Ever-present danger

All of the life forms on Hanon IV have to contend with a harsh and unstable environment. There appear to be few food sources, and there is constant volcanic activity.

The crew of the **U.S.S. Voyager NCC-74656** are briefly trapped on the

GALAXY FACTS

▶ While the **U.S.S. Voyager** crew are trapped on Hanon IV, one crew member, **Hogan**, is killed by a cave-dwelling, predatory snakelike creature.

▶ The crew finally befriend the protohumanoids when **Chakotay** rescues a native female from a lava flow.

▶ **Tom Paris** recaptures the **U.S.S. Voyager** with the aid of the **Talaxians**, the **Doctor** and **Lon Suder**.

planet when the **Kazon**, with the aid of **Seska**, take control of their ship. They have no equipment, and find survival a real test of their abilities. They manage to find basic food – cucumber-like vegetables, eggs, and grubs. They also collect water in a solar still fashioned from a dead officer's uniform, and manufacture primitive weapons.

The crew form a friendly relationship with the protohumanoids. But before long they are rescued by **Voyager**, under the command of **Lt. Tom Paris**.

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▲ The crew of **VOYAGER** eventually manage to befriend the native protohumanoids. But even though the threat to them is reduced, they are delighted to see their ship return.



FILE 25 U.S.S. ENTERPRISE NCC-1701-D

TYPE:

LIGHT SHORT-RANGE SHUTTLE

ASSIGNED TO:

U.S.S. ENTERPRISE NCC-1701-D

NAME:

TYPE-15 SHUTTLEPOD 'EL-BAZ'

Shuttlepod 05 aboard the *U.S.S. Enterprise NCC-1701-D* is a small, two-seated **Type-15 shuttlepod** with a crew of two, commonly stored in **shuttlebay 2**. It is designed for sublight journeys and is suitable for ship-to-ship transport or for traveling to a planet's surface.

The Type-15 shuttlepod is the smallest shuttlecraft carried on the *Enterprise*, just 3.6 meters long. It has three hatches – two gullwings doors on the side of the ship, and a larger hatch at the rear. It has two **impulse drive engines** but no warp capacity, and is only lightly armed, with **type-4 phasers**.

The *El-Baz* shuttlepod is named for Dr. Farouk El-Baz, known for his pioneering work in space photography applications and work with early space programs.

Extraordinary missions

For a craft that is only capable of sublight speeds and is suitable for limited interplanetary travel, the *El-Baz* has seen a fair amount of action.

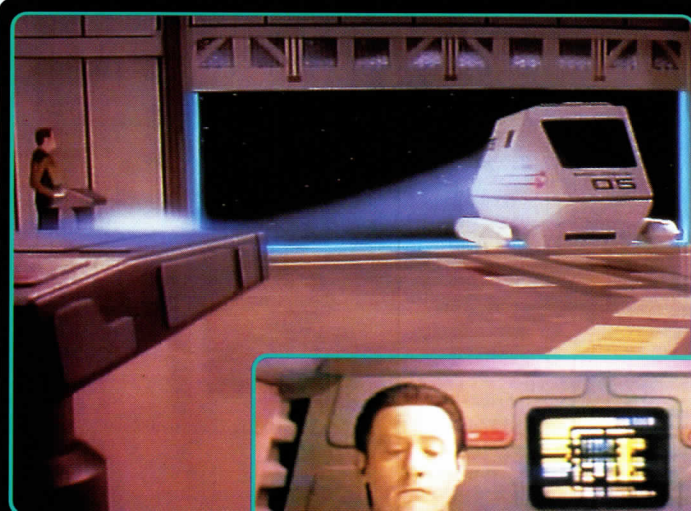
On **Stardate 425679.2**, a duplicate *El-Baz* appears in the **Endicor System** and is brought aboard the *Enterprise* for study. Its clock indicates that it comes from six hours in the future, and its sensor recordings provide clues that save the *Enterprise*. After the crisis, the duplicate disappears.



The *El-Baz* is stolen by **Commander Data** when he leaves the *Enterprise* to join his brother, **Lore**. At this point the *El-Baz* becomes one of the few **Federation** ships to travel through a **transwarp conduit**. Later, a search for the *El-Baz* helps to locate Data.

▲ The *EL-BAZ* is the one of the smallest shuttlecraft in service, and is more accurately described as a shuttlepod. It has a crew of two, but can accommodate a small amount of cargo, or two or three rather cramped passengers. It is principally used for ship-to-ship journeys.

SHUTTLEPOD OPERATIONS



▲ A pilot is capable of landing the shuttlepod manually in the shuttlebay, but this procedure is normally carried out by tractor beams. A series of tractor emitters guide the shuttlepod into the shuttlebay with extreme accuracy, ensuring the safety of the crew.



▲ Unlike most starships, shuttlepods are capable of entering a planet's atmosphere and landing. This may be necessary if interference prevents the safe use of transporter systems. The shuttlepod's engines are sufficiently powerful to allow the small craft to take off and return to its host vessel.

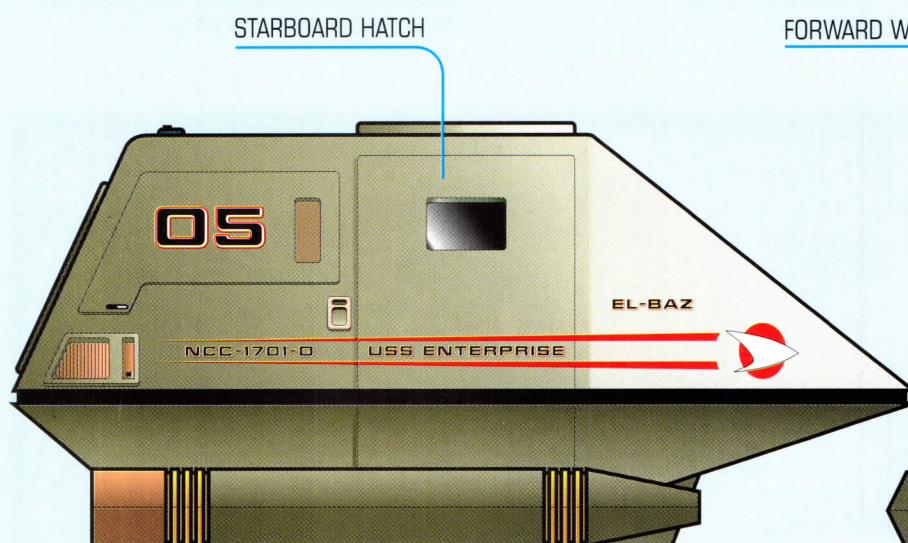
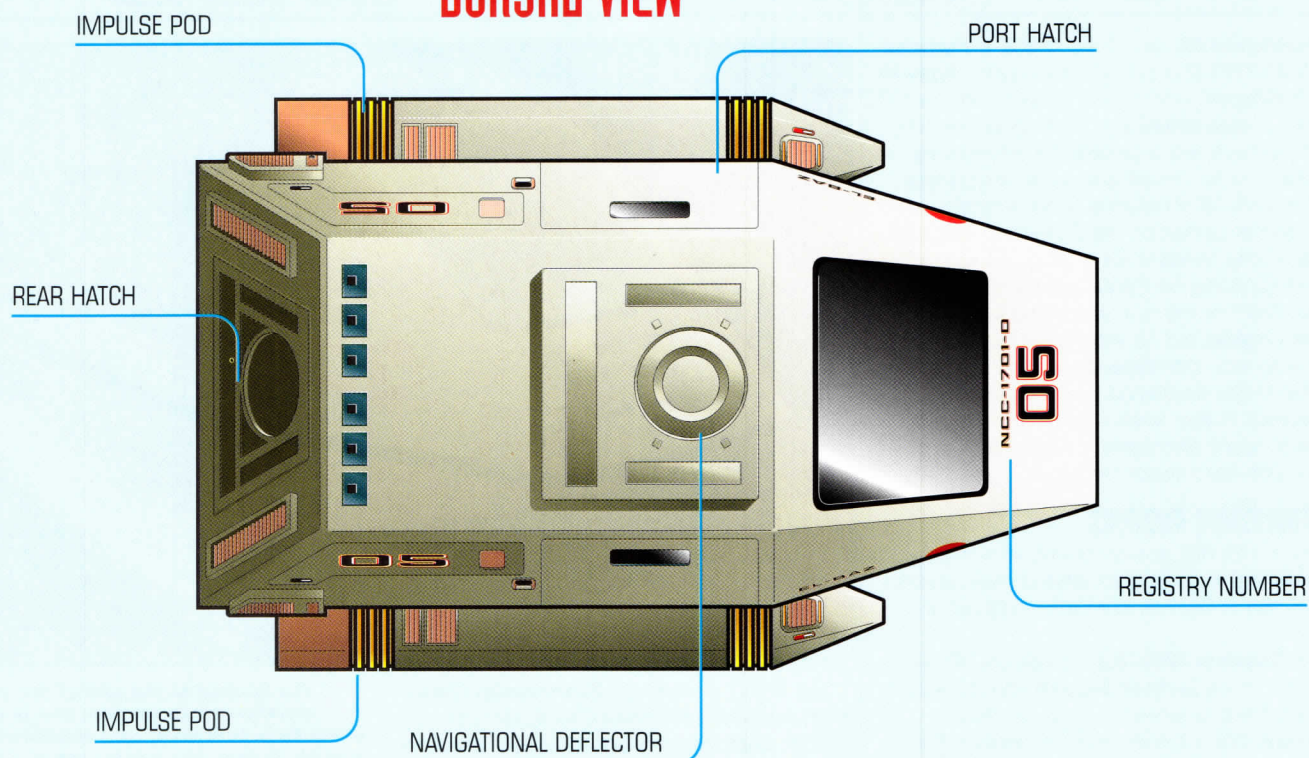


▲ The shuttlepod can only accommodate two crewmen. Shuttlepods are basic vehicles that are designed for the simplest of journeys. They have no warp engines, and are only fitted with light armaments. The shuttle does, however, possess sensor arrays and is capable of independent navigation.

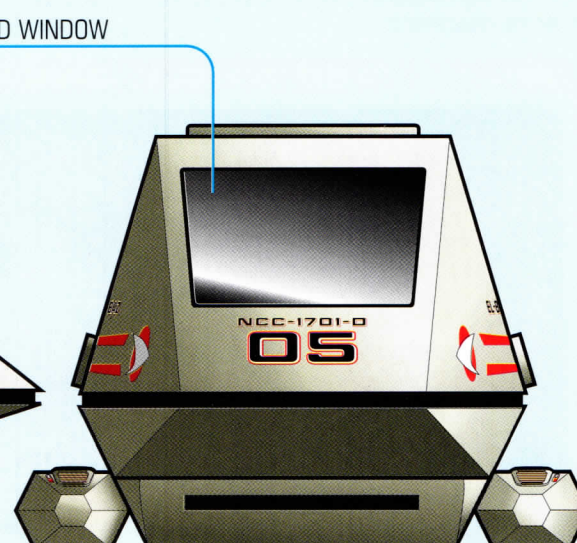


TYPE-15 SHUTTLEPOD 'EL-BAZ'

DORSAL VIEW



STARBOARD VIEW



FORE VIEW

TYPE-15 SHUTTLEPOD SPECIFICATIONS

Built: Starbase 134 Integration Facility, Rigel VI

Type: Light short-range sublight shuttlepod

Length: 3.6m **Beam:** 2.4m **Height:** 1.6m. **Mass:** 0.86 metric tonnes

Crew: 2

Armament: Two type-4 phaser emitters

Powerplant: Two 500 millicochrane impulse drive engines, eight DeFI 657 hot gas RCS thrusters, three sarium krellide storage cells

Performance: Maximum delta-v, 12,800 m/sec

Talarian Observation Craft

The Talarians are a warlike race and, although their ships are nowhere near as advanced as modern *Starfleet* vessels, they are often used to create devastating booby traps.

Talarian *Observation Craft* are small shuttlelike vessels, somewhat larger than a standard *Starfleet* shuttlecraft. The ships are sleek and spare in their design, with a tapered front section and slightly blunted aft section.

There are four large dorsiventral fins located in the aft third of the ship, a distinctive design feature which the *Observation Craft* shares with the larger *Talarian Warship*.

The bridge sits near the front of the craft and has large observation windows. The interior of these ships is rugged and utilitarian, as fits the temperament of their designers.

Talarians are a humanoid race, characterized by a hairless enlargement of the coronal area of their skull. Talarian society is rigidly patriarchal, encourages warrior-like behavior, and carefully follows a set of traditions and customs.

In the 2350s, the *Galen Border Conflicts* take place between the Talarians and the *Federation*. The *Federation* has established a number of colonies in the *Galen System*, and the Talarians claim that the *Federation* is intruding into their sovereign territory.

Combat tactics

During these conflicts it is a common Talarian tactic to use abandoned *Observation Craft* as weapons. The abandoned craft sends out an automated general distress signal, but is rigged to self-destruct as soon as it is boarded. The self-destruct mechanism is activated by a **subspace proximity detector**, and is not detectable by *Federation* scanners or **tricorders**. The tactic is extremely successful, and in the course of three days claims 219 lives.

The conflicts reach their peak in 2356 when the Talarians attack and destroy *Galen IV*, the site of a **Class-M** *Federation* colony.

After this devastating attack, a peace accord is finally reached between the two parties.

Eleven years after the Talarians make peace with the *Federation*, *Observation Craft* are still in service and are commonly used as training ships. The small vessels only require a crew of five. Talarians regard anyone over the age of 14 as an adult, and as a result the crews of training ships are often teenagers. Because of the patriarchal nature of Talarian society, the crew is always male.

On **Stardate 44143.7** the *U.S.S. Enterprise NCC-1701-D*, responding to a distress call in **Sector 21947**, discovers a *Talarian Observation Craft* adrift in Talarian territory. Initially there are suspicions that the craft has been booby trapped but, fearing the loss of its crew, **Captain Picard** decides to board her anyway.

Jono discovers his roots

The away team discover that the ship has been genuinely disabled by a serious radiation leak in its propulsion system. The resulting radiation has injured the crew, and **Dr. Crusher's** medical emergency team evacuate the survivors to the *U.S.S. Enterprise*. Among them is a human male, **Jeremiah Rossa**, known to the Talarians as **Jono**. Concerned that the boy has been brutalized by the Talarians, Picard refuses to return him to his adoptive father.

The Talarian ship *Q'Maire*, captained by **Endar**, along with two sister warships, surround the *Enterprise* in the hopes of forcing the release of Jono. However, the *Talarian Warships* are equipped with limited weaponry, including **neutral particle weapons**, X-ray lasers and **mercurite rockets**, none of which threaten the *Enterprise*. The crisis is eventually defused when Picard decides that Jono will be happier with the Talarians, and returns him.

SEE OTHER FILES...

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AND LIFE FORMS.....File 18

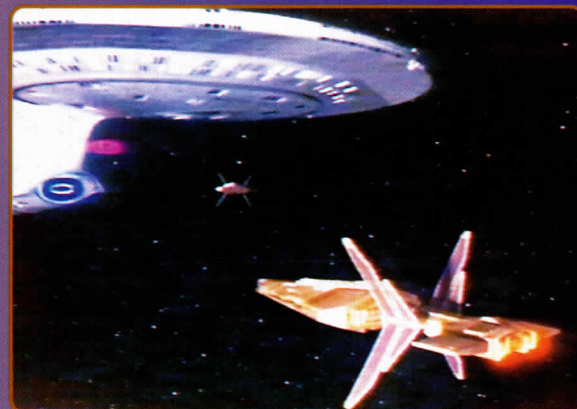
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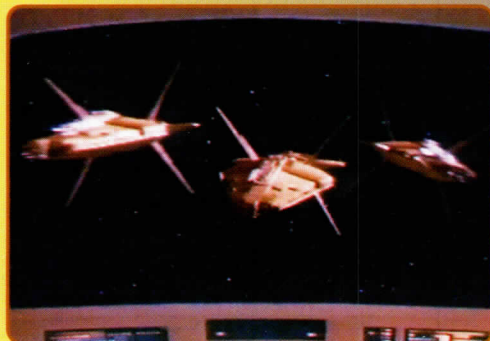
STAR TREK:
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▲ The **TALARIAN OBSERVATION CRAFT** is a relatively small vessel which can be operated by a crew of five. During the *Galen Border Conflicts* **OBSERVATION CRAFT** are often used as booby traps, but are now more likely to be used as training ships.



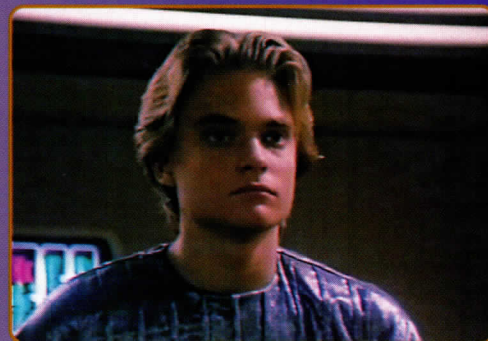
▲ The **OBSERVATION CRAFT** has several design features in common with other Talarian vessels, including the larger **TALARIAN WARSHIP**. Both ships have an aft drive section with four fins.



▲ When **Captain Picard** of the *U.S.S. ENTERPRISE* refuses to return **Jono** to **Captain Endar**, three **TALARIAN WARSHIPS** surround the *Federation* vessel.



▲ The **OBSERVATION CRAFT** found by the *U.S.S. ENTERPRISE* is disabled by a radiation leak in her propulsion system, and her adolescent crew are poisoned.



▲ Among the damaged **OBSERVATION CRAFT's** crew is **Jeremiah Rossa**. He was raised by the Talarian **Captain Endar**, who named him **Jono**.

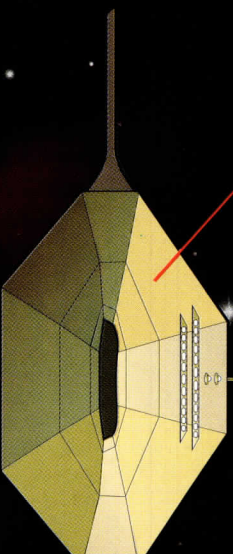
Talarian Observation Craft

Observation Craft are relatively small ships which are commonly used as training vessels. They have a crew of five, who are typically young males.

Like the TALARIAN WARSHIP, the TALARIAN OBSERVATION CRAFT has a series of fins toward the rear of the ship.

The interior of the OBSERVATION CRAFT is spartan, but provides enough space for a five-man crew.

The nose of the OBSERVATION CRAFT tapers sharply, in contrast to the main body of the ship.



The aft section of the OBSERVATION CRAFT contains the engines, which generate dangerous radiation.

▶ OBSERVATION CRAFT are used as training vessels for adolescent males. Jeremiah Rossa is on such a mission when he is found by the U.S.S. ENTERPRISE.



▶ The Talarians are a warlike and xenophobic race who place great importance on family and tradition. Captain Endar is willing to go to war over his adopted son, even though his ships will be overpowered by the U.S.S. ENTERPRISE.

TALARIAN OBSERVATION CRAFT

Crew:

Five. As *Observation Craft* are used as training vessels, the crew members may be adolescents.

Remarks:

Talarians have used *Observation Craft* as booby traps. A self-destruct mechanism, which is undetectable by Federation sensors, is activated by a subspace proximity detector.

The Borg Queen

At the center of the **Borg Collective** there is one manifestation of all their minds, of all their thoughts. The **Borg Queen** is the living embodiment of the Borg, but where they are cold automatons she is an extraordinarily sensual and intelligent creature.

The **Borg Queen** is one of the most intriguing of all of the alien life forms encountered by **Starfleet** personnel, and certainly one of the most dangerous.

Before the crew of the **U.S.S. Enterprise NCC-1701-E** encounter the Borg Queen, **Starfleet** believes that the **Borg** operate simply as a **Collective** without a central commanding presence. Indeed, the Borg Queen maintains that this is true despite her existence. The exact nature of her relationship with the other Borg is unclear.

When asked who she is by **Data**, she responds simply, "I am the Borg."

It seems that the Borg Queen is present on the **Borg Cube** which attacks Earth in 2366 and somehow

avoids destruction when it explodes. This implies that the Borg consciousness extends far further than had previously been thought, and may even be capable of communicating across vast regions of space. When asked about this, the Borg Queen tells Picard that his thinking is too linear for him to fully understand her existence.

It is not known whether there is one Queen for all the Borg or whether there are additional Borg Queens who share, or duplicate, her role.

Ancient predator

The Borg Queen appears to have lived for hundreds of years. When **Data** refuses to cooperate with her, she tells him that she has heard similar words "from thousands of species across thousands of

BORG QUEEN

NAME: Irrelevant

LIFE FORM: Borg

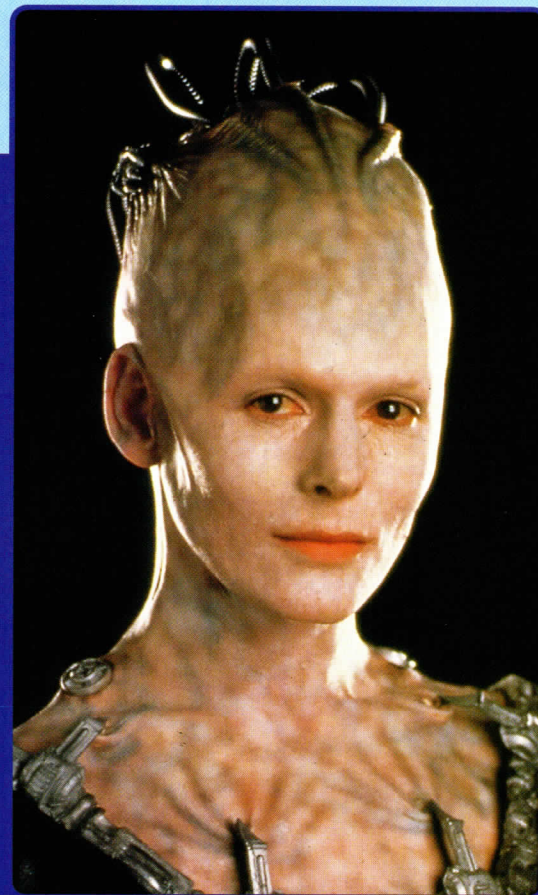
PHYSICAL STRUCTURE: Partially organic, and partially cybernetic.

FEATURES: Cybernetically linked with the Borg Collective.

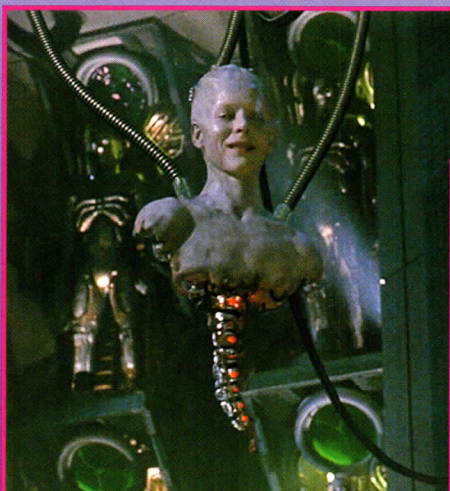
AIMS: The assimilation of other cultures into the Borg Collective.

REMARKS: The Queen appears to be the physical manifestation of the Borg Collective. She is not a leader so much as a consciousness.

▶ *The Borg Queen believes that by assimilating other races and cultures the Borg are evolving toward perfection.*



GHOST IN THE MACHINE

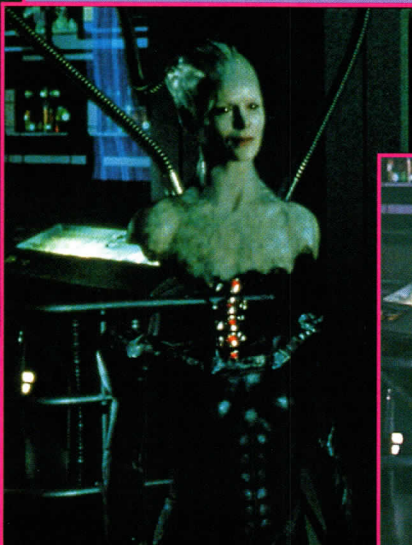


▶ From the darkness

When **Data** first arrives in **Main Engineering**, the Borg Queen appears to be no more than a disembodied voice, but she soon takes on an extraordinary, almost human form.

▶ A living body

Conduits lower the Borg Queen's head and upper torso from the darkness above, on to a waiting body. As with all Borg, her organic parts have been inextricably joined with the synthetic.



worlds since long before you were created. But now, they are all Borg." Unlike the other Borg, the Queen seems more like a poet than a computer program. Her words suggest a spirit of vision behind the path of destruction the Borg leave in their wake.

The Borg Queen is aware of the power of feelings. She attempts to seduce

Data with the experience of human flesh to gain access to the encryption codes that he has placed in the main computer. She is an intensely sexual being, and stimulates **Data** on a sensual level.

The Borg Queen lives at the center of the Borg Collective, much as a Queen Bee lives at the center of a beehive. Her

▶ Mobile form

As her spinal column drops into the waiting body, mechanical components latch around the Borg Queen's flesh. This body provides her with a form that will enable her to enjoy the full range of sensation that is available to her organic side. The Borg believe that this joining of the organic and synthetic is inherently superior.



OTHER CARDS IN THIS FILE...

- 1 HUGH BORG
- 2 LOCUTUS

SEE OTHER FILES...

STAR TREK:
FIRST CONTACT.....File 79

The Borg Queen

face and neck appear to be organic, but the rest of her body seems predominantly artificial. Her skull and spinal column are made of a metal alloy. She doesn't put both her cybernetic and mechanical components to constant use; Data watches her disembodied head and mechanical spinal column descend from a series of conduits and hoses stored at the top of what was once Main Engineering on the *Enterprise*.

Psychic powers

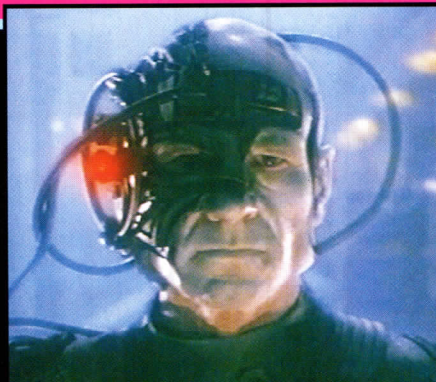
The Queen appears to have a number of mental abilities. She seems to be aware of the loss of the **Deflector Dish** as soon as Picard and **Worf** release it from the ship. When she comes up with an alternate plan of action, she communicates this to the other Borg without speaking. And her thoughts echo in Captain Picard's mind

FINDING A MATE

Assimilating diversity

The Borg Queen does not simply want to destroy other cultures. The Borg thrive by adding distinctive elements of different species to their own. The Queen finds human nobility particularly attractive, and she is looking for an equal to stand by her side. But, in order for that to happen, the person to be absorbed must give themselves freely. She regards both Picard and Data as potential partners.

When Picard confronts the Borg Queen in Main Engineering he unearths memories about what happened to him on the Borg Cube six years earlier, remembering his first encounter with the Borg Queen.



The Borg's purpose is to absorb other cultures. By doing so they seek to add to themselves. In transforming Picard, the Borg Queen is looking for a way to bridge the gap between the Borg and humanity. But Picard resists, and she is unable to get what she wants from him.



The Borg Queen points out that Data is very much like the Borg. Yet for all their mechanical components, they have traces of something which he does not – humanity. In return for his cooperation, she offers him human flesh.

"I am the beginning ... the end.
The one who is many."

— The Borg Queen to Data

even after every trace of Borg implant has been removed from his body.

In addition to these abilities, she appears to be at least partially telekinetic. She seems able to reactivate Data's emotion chip merely by thinking.

Evolutionary purpose

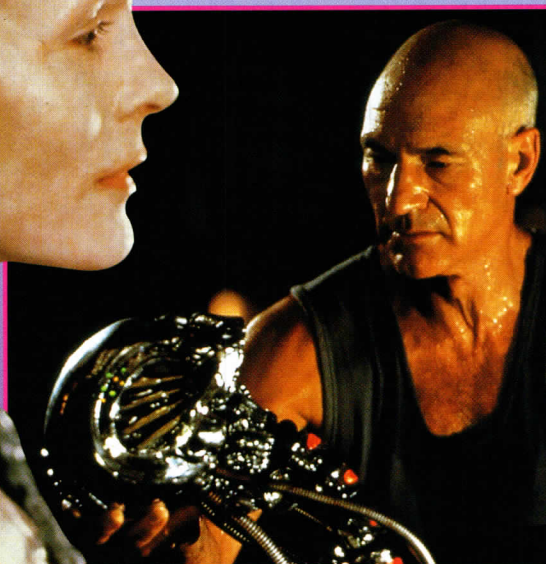
The Queen explains that the Borg grow by assimilating other races. They believe that by absorbing different elements the Borg are evolving toward perfection. The Borg also believe that other races benefit from assimilation, and that the Borg combination of the synthetic and organic is inherently superior.

As part of this quest for evolutionary perfection, the Borg Queen is looking for a partner who is willing to join the Borg, freely contributing their unique qualities. When Picard is assimilated she hopes he will become such a participant, but he refuses to join her. During the Borg attack on the *U.S.S. Enterprise NCC-1701-E*, she looks to Data to fill this role, but he also rejects her and the Borg.

The Borg Queen, or at least this manifestation of her, is destroyed by Captain Picard, who physically breaks the Borg Queen's writhing metal spinal column after her organic elements have been disintegrated by plasma coolant.

★ Many minds

The Borg Queen appears to be the living manifestation of the Borg consciousness. She is a complex and highly sexual creature.



★ Final moment

Even with most of her body destroyed, the Borg Queen appears to be partially functional. Picard finally ends the nightmare when he breaks the Queen's spinal column. The Borg drones all over the ship cease functioning, and the Borg's thoughts leave Picard's mind.

FILE 43 STARFLEET PERSONNEL

Nog: A Ferengi in Starfleet

To many Ferengi, Starfleet and the Federation seem immoral and corrupt because of their rejection of profit. However, Nog and his family are far from traditional Ferengi, and Nog's experiences on *Deep Space Nine* persuade him to apply to Starfleet Academy.

Nog is accepted into Starfleet Academy in 2371 under the sponsorship of Captain Benjamin Sisko, after the successful

completion of advanced preparation classes. He occupies a special place in history as the first Ferengi ever to enter the Academy.

Being the first is both an honor and a burden. It is to Nog's credit that he has integrated into Academy life both socially and academically.

He credits his remarkably open multiculturalism – unusual for a Ferengi – to his long friendship with

Captain Sisko's son, **Jake**. But Nog has also worked hard to mature beyond his former panicky reaction to almost any crisis, and his occasional bout of Ferengi racism.

Reformed character

Nog has also erased his petty criminal record acquired on *Deep Space Nine*, and overcome his disdain for scholarship.

Aside from the normal teenager spats, Nog and Jake's cross-cultural friendship deepens, and plays a major role in Nog's decision to apply to the Academy.

Like **Rom**, his father, Nog

FERENGI REBEL

★ Talented youth

When Nog decides to apply to Starfleet Academy, he disappoints his uncle Quark, who is very much a Ferengi traditionalist. Although it may seem unlikely that a Ferengi will make a good Starfleet officer, Nog has many skills, including an eye for detail.



PROFILE ON NOG

NAME: Nog

LIFE FORM: Ferengi male

BIRTHDATE: 2353

BIRTHPLACE: Ferenginar

FAMILY: Rom (father); Prinadora (mother); Quark (uncle); Ishka (grandmother)

STATUS: Starfleet Cadet

RANK: Cadet, fourth class

ATTENDS: Starfleet Academy, San Francisco

SPONSOR: Captain Benjamin Sisko

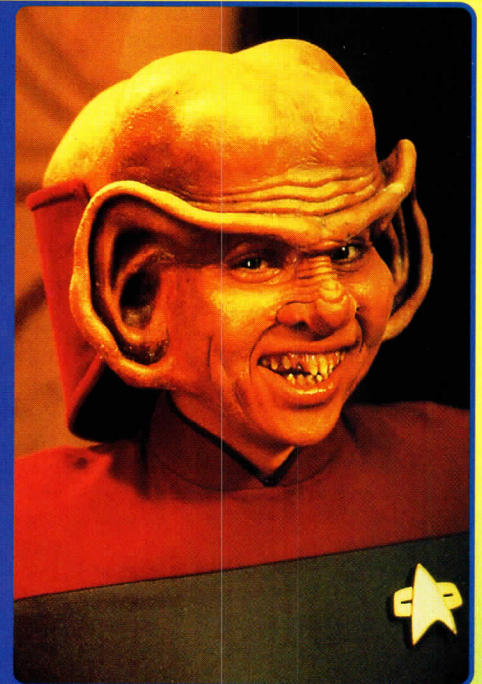
REMARKS: Nog is the first Ferengi to be accepted into Starfleet Academy.

ACADEMIC RECORD: Good

BEST FRIEND: Jake Sisko

SOPHOMORE POSTING: *Deep Space Nine*

FIRST SEEN: 'Emissary'



▲ Like the rest of his family, Nog is an unconventional Ferengi. His friendship with Jake Sisko leads him to seek a career in Starfleet, and with the encouragement of his father Rom he becomes the first Ferengi to attend Starfleet Academy.



★ Family friend

On Earth, Nog continues his close relationship with the Sisko family and becomes a regular at Joseph Sisko's restaurant in New Orleans – the only restaurant on the planet to serve live tube grubs and other Ferengi delicacies. The restaurant provides an ideal meeting place when Nog's friends from *DEEP SPACE NINE* visit Earth.

★ An officer in training

From the beginning, Nog works hard to gain entrance to the Academy. To earn Commander Sisko's support he has to prove himself in all sorts of ways, and must make some drastic improvements in his grades.



OTHER CARDS IN THIS FILE...

32 Worf

45 Benjamin Sisko

SEE OTHER FILES...

THE FERENGI ALLIANCE..... File 14

GUIDE TO FEDERATION
STARFLEET..... File 19

FERENGI PERSONNEL..... File 51

STAR TREK:
DEEP SPACE NINE..... File 70

Nog: A Ferengi in Starfleet

"I want to join Starfleet, I want it more than anything I've ever wanted in my life."

— Nog to Commander Sisko

is very good with his hands and has a natural ability to understand complex systems. This talent remains hidden for several years while Nog works in his uncle Quark's bar.

Seeing how Quark humiliates his father, Rom, Nog is happy to escape the typical Ferengi fate. Nog has even admitted that his application stems in large part from his vow not to repeat his father's mistake of failing to pursue his particular talents. Nog is not about to try to become a 'good Ferengi' in business, realizing he does not have the lobes for it.

Cadet Nog

Nog marks his native rite of reaching adulthood in 2371, and selects Captain Sisko as his role model and apprenticeship mentor in order to be sponsored for Starfleet Academy. In the Ferengi tradition, Nog offers Sisko his life savings, even leaving it behind when the commander refuses to accept it.

★ Incident at Roswell

Even on his journey to Earth, Nog is called upon to demonstrate his quick thinking and intelligence. An accident sends Quark's shuttlepod back in time, and the Ferengi arrive in Roswell in 1947. The Ferengi are taken prisoner by the U.S. military, and are forced to bluff their way to freedom.



Nog passes all four days of tests to make the **Starfleet Academy Preparatory Program** that year, in spite of Quark's sabotage of one test, which is uncovered and reported by Rom. After the traditional Ferengi sale of all his personal possessions on *Deep*



★ New home

Like thousands of cadets before him, Nog studies at Starfleet Academy in San Francisco, North America, on Earth. Nog is the first Ferengi to gain acceptance to this prestigious institution.

Space Nine to finance his future, Nog is ready to leave for the Academy.

Cadet Nog arrives for his first Academy term in 2371. However, his arrival is delayed by an accidental journey through time with his father and uncle back to Roswell, New Mexico, on Earth in 1947. The Ferengi are detained as alien invaders. It is Nog's knowledge of Earth and its history that enables the trapped Ferengi to escape back to their correct time.

Social problems

During his first year in Starfleet Academy, Nog does well in his studies but has trouble fitting in. Although his grades qualify him, Nog is unable to achieve his goal of getting into the Academy's elite

Red Squad, which is made up of the top students. Nog is envious, and desperate to be accepted.

Nog enjoys **Trixian bubble juice** and fresh **tube grubs**, particularly when chilled, and beams to **Joseph Sisko's** restaurant in New Orleans, the only place on the planet that serves them live.

When Jake visits Earth with his father, he meets Nog in the restaurant and tells him that he is suffering from typical freshman problems. He suggests that Nog puts as much effort into cultivating friends as he obviously does into getting good marks in the classroom.

Nog takes his friend's advice, and becomes socially accepted at the Academy. He is one step closer to becoming an ideal Starfleet officer.

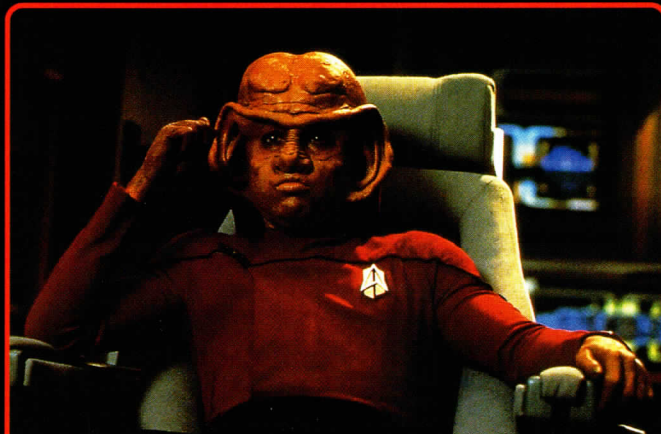
POSSIBLE FUTURE

★ Huge potential

Nog's dedication and hard work give him an excellent chance of success in Starfleet. When an accident creates an alternate timeline, it becomes clear that Nog will do exceptionally well.

★ Captain's chair

*In this possible future, Nog not only graduates from the Academy but works his way up through the ranks and becomes the captain of the U.S.S. **DEFIANT**.*



★ Academy posting

*Like many Starfleet cadets, Nog spends his sophomore year in Starfleet Academy on assignment at **DEEP SPACE NINE**, one of the most dangerous postings possible. On the station he shares a room with his old friend, Jake Sisko. However, the two roommates are not always in complete agreement.*

Phaser Rifles: 2260s-2370s

Over the course of 100 years, the phaser rifle has evolved from a limited weapon into an adjustable customized model designed to suit an individual's needs.

The **phaser rifle** uses directed and focused energy as a weapon. Although powerful, it is rarely used because the **hand phaser** has proved to be so effective.

Early models of phaser rifle are cocked by twisting the linear ribbed section along the top of the weapon until it makes a clicking sound. The rifle fires a thin red beam. Typically, some energy wash will splash off its target.

The phaser rifle of the 2360s – also known as **phaser type-3** – has a square snap-up sight and is held from below by two grips. Beam width and intensity can both be

controlled by the user. The energy cell is used at 0.05 megajoules per second. Common efficiency of the discharge crystal is approximately 86.6 percent.

Later phaser rifles

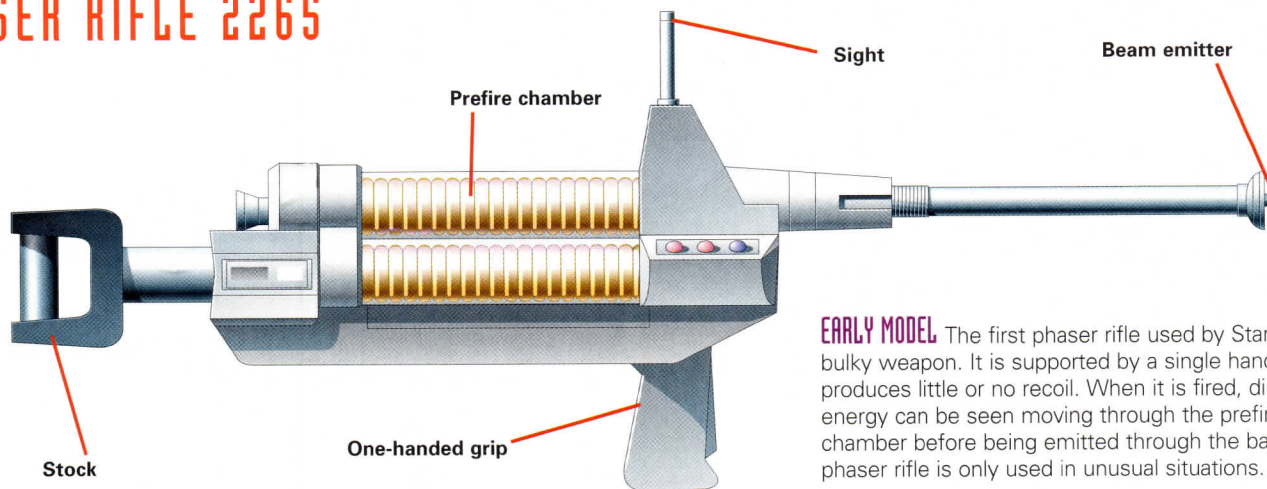
By 2373, the phaser rifle has been redesigned. The rifle has a square barrel with an aiming light above it. Above and behind the aiming light is a smooth, raised section from which a dim yellow status light glows. The handgrip and trigger are near the back of the weapon, which has a very short stock. To prevent enemies from erecting shields that are able



to counter the phaser beam, the beam modulation can be changed in a prearranged or random sequence. This model of phaser rifle generates a white blast rather than a

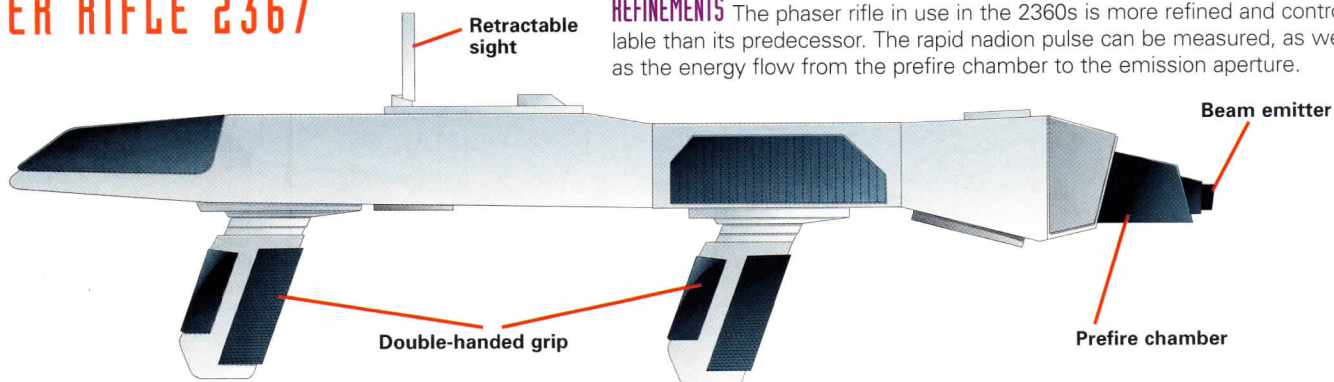
continuous beam. The rifle is light enough to carry in one hand, and can be fired from the hip like a pistol as well as being used with a more conventional two-handed grip.

PHASER RIFLE 2265



EARLY MODEL The first phaser rifle used by Starfleet is a bulky weapon. It is supported by a single handle, and produces little or no recoil. When it is fired, directed energy can be seen moving through the prefire chamber before being emitted through the barrel. This phaser rifle is only used in unusual situations.

PHASER RIFLE 2367

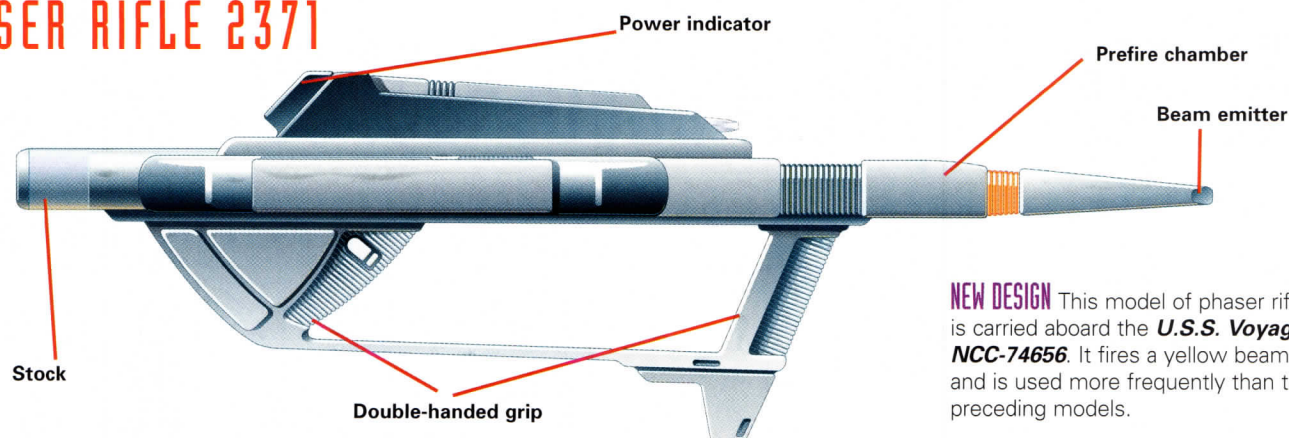


REFINEMENTS The phaser rifle in use in the 2360s is more refined and controllable than its predecessor. The rapid nadian pulse can be measured, as well as the energy flow from the prefire chamber to the emission aperture.

Although the phaser rifle is a powerful weapon, it is not standard issue. For more than 100 years its use has been necessary only when Starfleet officers are confronted by the most powerful of opponents, such as the godlike Gary Mitchell.

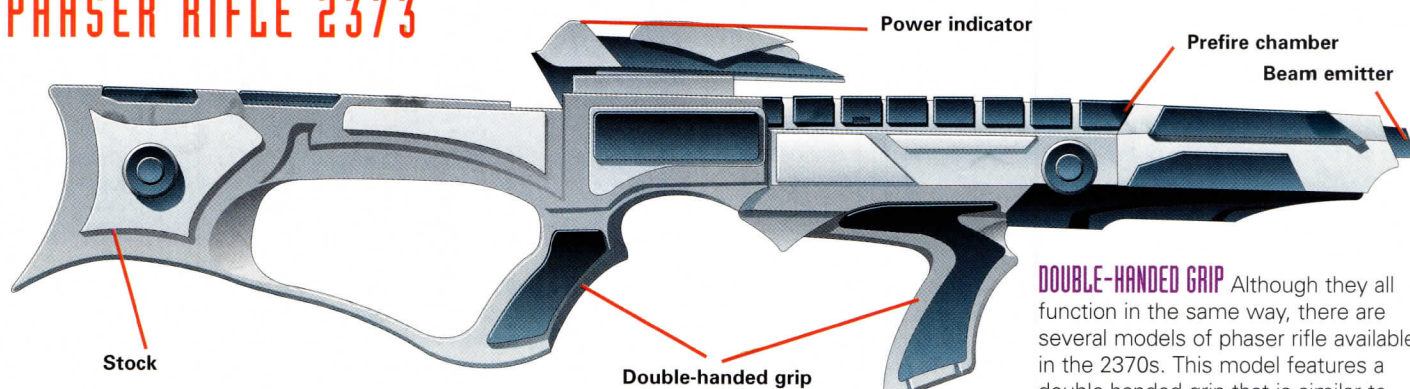
Phaser Rifles: 2260s-2370s

PHASER RIFLE 2371



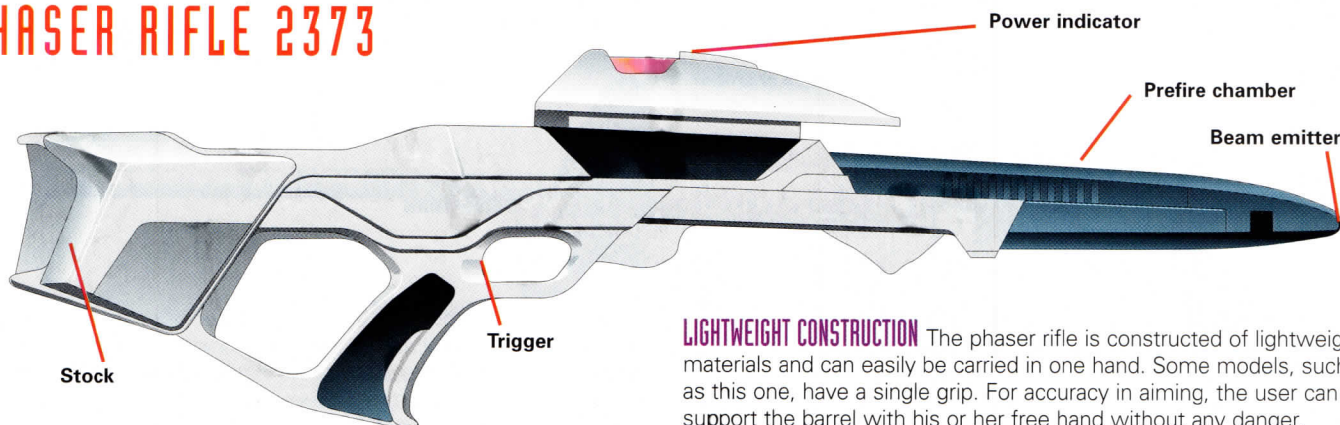
NEW DESIGN This model of phaser rifle is carried aboard the *U.S.S. Voyager NCC-74656*. It fires a yellow beam, and is used more frequently than the preceding models.

PHASER RIFLE 2373



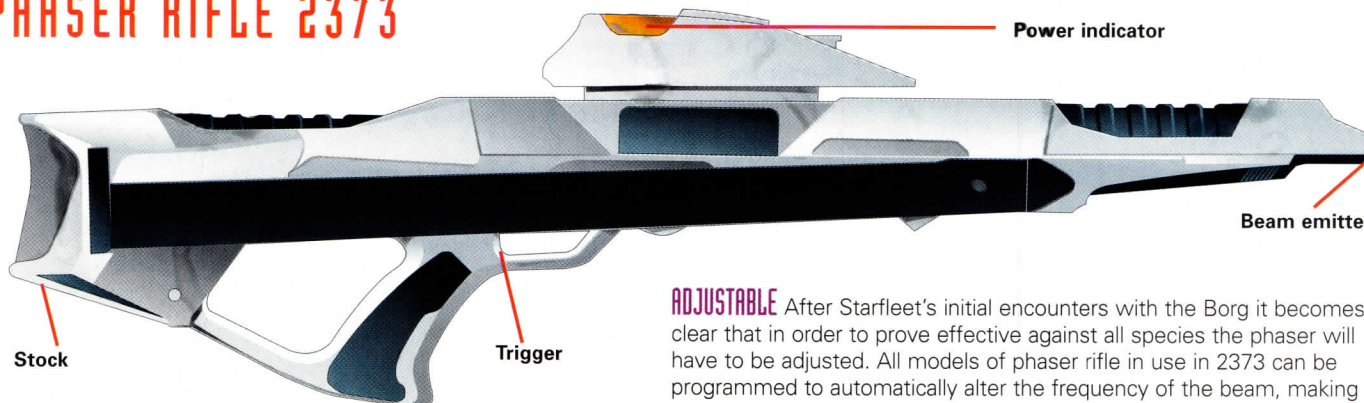
DOUBLE-HANDED GRIP Although they all function in the same way, there are several models of phaser rifle available in the 2370s. This model features a double-handed grip that is similar to that of its immediate predecessor.

PHASER RIFLE 2373



LIGHTWEIGHT CONSTRUCTION The phaser rifle is constructed of lightweight materials and can easily be carried in one hand. Some models, such as this one, have a single grip. For accuracy in aiming, the user can support the barrel with his or her free hand without any danger.

PHASER RIFLE 2373



ADJUSTABLE After Starfleet's initial encounters with the Borg it becomes clear that in order to prove effective against all species the phaser will have to be adjusted. All models of phaser rifle in use in 2373 can be programmed to automatically alter the frequency of the beam, making it harder for an opponent to generate effective shields.

FILE 59 SYSTEMS

Environmental Suits: 2260s

Although the Galaxy is filled with a surprising number of **Class-M** planets, not all worlds are green and pleasant: many have extreme weather conditions or biologically hazardous atmospheres. In these circumstances, **Starfleet** personnel are issued with environmental suits that protect them from the dangers of the world outside.

Starfleet's mission of deep space exploration has always involved exposing personnel to hostile environments. Spacesuits provide for the extreme difficulties encountered in space itself, but Starfleet also provides a less cumbersome alternative that allows starship crews to enter extremely cold or polluted atmospheres.

The environmental suit in use in 2266 is a large orange body suit. A single piece covers the body from the neck to the ankles. Boots cover the feet, gloves protect the hands, and a large hood with a square viewing panel covers the head, allowing the user a wide field of vision. The entire suit is covered in a gold mesh made up of interlocking circles. A white armband on the left forearm contains simple controls,

including a communicator.

The suit will protect the wearer from exposure to radiation and can offer protection from extreme climatic conditions such as freezing cold. However, this model of environmental suit is not hermetically sealed, and personnel returning from biologically hazardous areas are still required to undergo further decontamination on the **transporter pad** to remove any potentially harmful organisms.

Comfort and safety

Moving within the suit is easy and, even with the gloves on, personnel can operate complex devices such as handheld sensors and **tricorders**.

However, the temperature maintained within the suit is not completely controllable. Personnel may become uncomfortable, and if



▲ **Environmental suits are designed to allow the user to carry out all the normal activities associated with a landing party. The material is lightweight and flexible, and personnel can still operate equipment which requires precise control, such as tricorders and a variety of sensor devices.**

this occurs it is relatively easy to remove the gloves or reach inside the hood.

Practical limitations

This model of environmental suit is not designed to cope with exposure to large amounts of radiation or areas with an extremely poisonous atmosphere. Its inadequacies are revealed when crewman **Joe Tormolen** accidentally exposes himself to the **Psi-2000 virus** by removing a glove. The virus survives the decontamination procedure and subsequently infects the rest of the crew on Tormolen's ship, the **U.S.S. Enterprise NCC-1701**, before a

cure is developed.

Although the infection is the result of misuse, it does reveal one of the weaknesses inherent in the design of this model of environmental suit. Perhaps as a consequence, this design is rarely used. Other pieces of equipment often prove more suitable: Starfleet personnel of this era also have access to lightweight breathing apparatus, which covers the mouth and nose and is designed to make highly toxic atmospheres breathable.

Within only two years, other models of environmental suit are in use that more closely resemble a full spacesuit and offer greater protection to the user.



▲ **These lightweight environmental suits are large and baggy, covering the entire body, and are used by Starfleet personnel when entering possibly dangerous atmospheres. Nevertheless, personnel returning from hazardous areas are required to undergo a decontamination procedure on their return.**

▶ **The suit allows Starfleet personnel to enter inhospitable environments which would kill unprotected crew members. They offer protection against extremes of temperature, including deep cold.**



▲ **The environmental suit is designed to allow Starfleet officers to operate in inhospitable areas. Personnel using a suit can still operate sensitive machinery such as scanning devices.**

Environmental Suits: 2260s

1 Complete cover The environmental suit covers the entire body from head to foot. It is lightweight and allows a full range of movement. A large rectangular face panel allows a wide field of vision, and thin gloves enable personnel to use delicate equipment.

The head is covered by a large cowl or hood that extends to cover the shoulders. This arrangement leaves the user free to move his or her head in comfort – important in a potentially hostile situation.

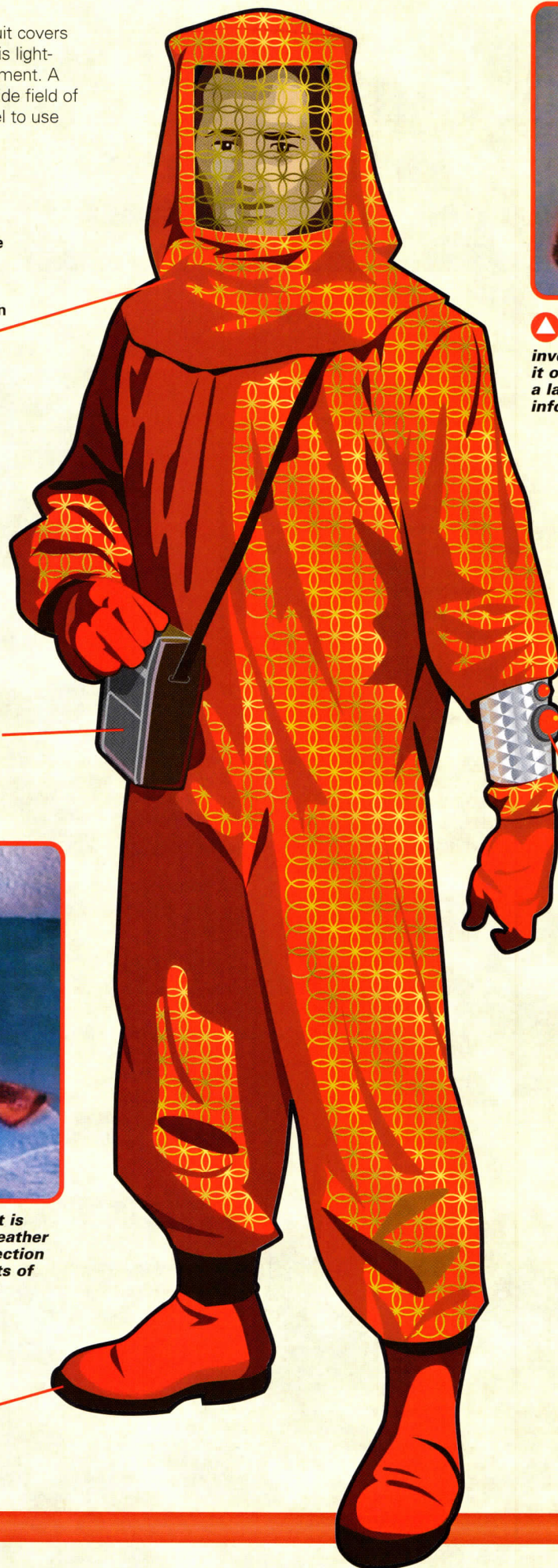
2 Removable parts The suit is not sealed, and consists of several elements which can be removed independently – the gloves, boots, and hood. However, removing any of these may expose the wearer to harmful organisms, and is not advised.

The suit is designed to allow wearers to use sensitive equipment such as a tricorder. Even wearing the gloves, a crew member can operate delicate controls.



▲ This model of environmental suit is ideal for coping with extreme weather conditions, and offers effective protection against very cold weather. Some parts of the suit, including the gloves, can be removed if desired.

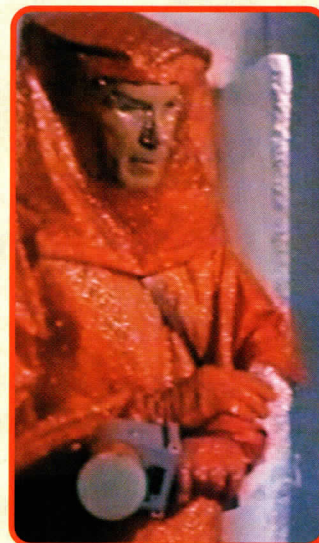
The large suit covers most of the body, but the feet are protected by separate boots which are not actually part of the suit itself.



▲ Personnel often use the environmental suit when investigating unexplained disasters: it offers a degree of protection while a landing party collects more information.

3 Limited protection This design of environmental suit is intended to offer only limited protection. It does not have its own air supply or breathing apparatus. Other equipment is available, should personnel need to enter more hostile environments.

The environmental suit has a series of simple controls mounted on a white armband on the user's left forearm.



▲ While wearing the suit, Starfleet personnel can initiate communications with their vessel by using the controls on the armband.



FILE 69 STAR TREK: THE NEXT GENERATION

'The Next Phase'

The crew of the *U.S.S. Enterprise NCC-1701-D* think that Geordi La Forge and Ro Laren have been killed in a transporter accident. But the two officers find themselves aboard the *Enterprise* in a ghostlike state that allows them to walk through solid objects.

'THE NEXT PHASE'

"According to Dr. Crusher, we died in a transporter malfunction at 1430 hours. Geordi, I saw her make out the death certificates."

— Ro to Geordi

The *U.S.S. Enterprise NCC-1701-D* is offering assistance to a **Romulan** ship. A team consisting of **Worf**, **Riker**, **Geordi**, and **Ro** beams over. Despite Ro's reservations, they are unarmed, to avoid any unnecessary trouble.

The Romulan ship has been devastated. Geordi and Ro take a damaged **graviton generator** back to the *Enterprise*. But there is a problem, and the transporter chief watches in horror as both officers are lost in a transporter accident.

The Romulan ship is in danger of a core breach, and **Captain Picard** sends **Data** and two engineers over there in a shuttle. Aboard the ship the situation is worsening, and a core breach is imminent. Riker and Worf try to help the Romulans close the engine doors so that the core can be ejected, but there is nothing they can do. But at the last moment, Data arrives and uses his android strength to pull the doors together. As the core is ejected, the *Enterprise* extends her shields around the Romulan ship, protecting it from the blast.

Miraculous survival

On the *Enterprise*, Picard makes his way to sickbay, walking straight past an unconscious Ensign Ro.

Ro struggles to her feet and tries to contact the bridge, but her communicator isn't working, and when she approaches the doors to sickbay they remain firmly closed. Eventually Ro follows someone else into sickbay, but nobody will pay any attention to her. She finds Picard telling **Dr. Crusher** that she and Geordi have been killed in a transporter accident. It is obvious that neither of them can see Ro, and when Picard leaves he walks right through her.

Ro tries to attract Dr. Crusher's attention, but it is hopeless. Ro's body passes through solid objects, and she watches helplessly as Dr. Crusher fills out her death certificate.

The team on the Romulan ship sets up a power transfer from the *Enterprise* and starts work on a makeshift engine core. Data finds an energy fluctuation in the transporter logs and begins to investigate.

Ro finds Geordi in Engineering. He is in exactly the same situation as she is, but at least they can see and touch each other. Ro has a simple explanation — they're dead. According to **Bajoran** religion, they won't

ON SCREEN...



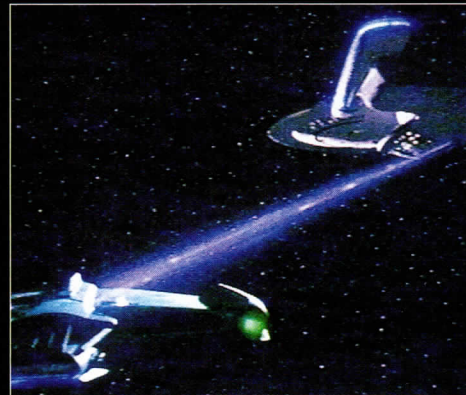
1 Ro Laren and Geordi La Forge originally beam over to the Romulan ship as part of a rescue team.



2 Back on the *U.S.S. ENTERPRISE*, Ro finds that she is invisible and can pass through solid objects.



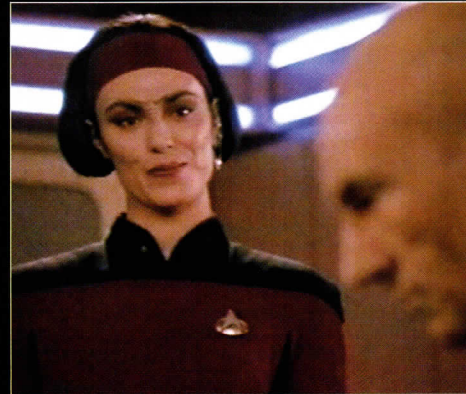
3 The Romulan ship is safe from a core breach, but it has no power or computer systems.



4 The *ENTERPRISE* begins to transfer power to the Romulan ship, unaware of the danger this will pose.



5 Geordi and Ro are solid to one another. Ro believes that they are both dead, but Geordi insists there is another explanation.



6 Ro begins to make her farewells. She starts with Captain Picard, who has had a huge influence on her.





'The Next Phase'

move on until they have made peace with their lives by bidding farewell to their friends. Geordi refuses to accept this possibility, and walks off through a wall.

Geordi watches Data's investigations. Data can detect **chroniton particles** on the *Enterprise* which he believes caused the transporter accident. As the particles are generated by the Romulan **cloaking device**, Data decides to investigate the problem at its source.

Ro has gone to the bridge to start saying her goodbyes. Picard and Riker arrive, and Ro follows them into the Captain's ready room. When the Captain is alone, Ro begins to talk to him, explaining how important his trust has been to her. Before she can finish, Geordi walks in and persuades her to come with him to the Romulan ship.

Strange explanation

Ro and Geordi stow away on Data's shuttle. When they arrive on the Romulan vessel, Geordi realizes what has happened. The Romulans were experimenting with an **interphase generator**, and somehow he and Ro have been cloaked. The reason they have no substance is because they are in **interspace**. In their cloaked state they overhear the Romulans make a plan to destroy the *Enterprise* by setting up a feedback wave in the power transfer beam that will make the **Federation** ship explode when it goes to warp. Ro and Geordi hurry back to the *Enterprise*, but as they leave a Romulan stands up and follows them.

Geordi and Ro go to Engineering, where Data detects several chroniton fields and sets about eliminating them. The phased officers realize that they are generating the particles, and Ro follows an engineer who is going to examine the **lateral sensors**. Meanwhile, Geordi works out that he can create chroniton particles by moving through solid objects.

The phased Romulan catches Ro on the bridge and, holding a phased **disruptor** at her head, orders her to take him to Geordi.

In Engineering, Geordi is making progress. The **anyon** scanner that Data is using seems to restore Geordi to partial solidity, but the beam is far too weak to do any real good.

Ro escapes from her Romulan captor, and the two begin a chase through the ship. As they do so they generate a trail of chronitons that attracts Data's attention. Eventually, the Romulan stops Ro and the two fight. Data arrives to investigate the chronitons with

Geordi in tow. Geordi knocks the Romulan away from Ro, and watches him pass right through the bulkhead into space.

Ro and Geordi return to the bridge. Picard is about to go to warp, but it is not safe until all the chronitons have been eliminated. Ro and Geordi hurry to **Ten-Forward**, where the crew are holding a memorial service for them. They do everything they can to

generate chronitons and soon attract the attention of Engineering, who bombard the room with anyons. Geordi and Ro become visible for a few seconds, and Data realizes what's happening. He floods the room with anyons and, to the crew's amazement, Geordi and Ro appear out of thin air. A relieved Geordi is now able to warn Engineering about the Romulan plot.

ON SCREEN...



7 Ro and Geordi are not the only ones to have been affected by the cloaking device. The Romulan follows them.



8 Geordi deduces that when he passes through solid objects he generates chroniton particles.



9 Unlike the Federation officers, the Romulan is armed when he is converted to a phased state.



10 Geordi pushes the Romulan away from Ro. In his phased state, the Romulan passes through the bulkhead.



11 At the memorial service, the phased officers do everything in their power to generate chroniton particles.



12 Bombardment with anyons eventually restores Ro and Geordi to normal space.

STARSHIP FACTS

A The Romulans, the Klingons, and the Federation have all experimented with interphase cloaking devices. Illegal Starfleet research results in the loss of the *U.S.S. Pegasus* and, years later, the court-martial of Eric Pressman. To date, no race has a working interphase cloaking device.



'Arena'

With the Federation apparently under threat of invasion, Captain Kirk pursues an alien ship into unexplored territory. But the immensely powerful Metrons intervene and force Kirk to fight, not only for his own life but to save his crew from total destruction.

CAPTAIN'S LOG

"The ENTERPRISE is dead in space, stopped cold during her pursuit of an alien raider by mysterious forces. And I have been somehow whisked off the bridge and placed on the surface of an asteroid, facing the captain of the alien ship. Weaponless, I face the creature the Metrons called a Gorn."

The **U.S.S. Enterprise NCC-1701** is summoned to **Cestus III**, but when the landing party beam down they find that the colony has been destroyed.

Both the *Enterprise* and the landing party are soon attacked. **Kirk** orders **Sulu** to leave orbit while he makes his way to the colony's arsenal. Armed with a powerful mortar, Kirk manages to beat his attackers off, and the alien ship breaks orbit.

A survivor from Cestus III tells Kirk that the merciless attack was unprovoked, and that the message to the *Enterprise* was part of a trap. Convinced that this is a prelude to an invasion, Kirk pursues the enemy ship.

The *Enterprise* follows the ship into an unexplored area of space. As they approach an uncharted solar system, both vessels are stopped dead. A voice contacts both crews and states that they, the **Metrons**, will resolve this conflict. Kirk and the enemy captain, who is a **Gorn**, will be taken to a planet with the necessary materials to make weapons, and will fight to decide which ship will be destroyed.

Single combat

Kirk and the Gorn appear in the middle of a barren landscape. They attack one another, but it is clear that the Gorn is much stronger than Kirk, and the *Enterprise* captain flees.

The planet is full of natural minerals, but Kirk can't find any kind of weapon. Meanwhile, the Gorn makes a knife and soon chases Kirk into a crude trap. Kirk barely escapes with his life, and the Metrons, convinced that he is about to die, allow the *Enterprise* crew to watch his last moments.

But Kirk realizes something. The minerals will provide him with everything he needs to make a cannon. When the Gorn catches up with him, Kirk is ready and downs his enemy with a shower of diamonds.

Kirk is in a position to take the Gorn's life, but does not do so. This impresses the Metrons, who had not expected to find the advanced trait of mercy. Kirk spares the Gorn ship, and the Metrons transport Kirk and the *Enterprise* across the Galaxy.

ON SCREEN...



1 Kirk and his landing party arrive at Cestus III expecting nothing more than Commodore Stocker's hospitality. But the colony they find has been devastated.



2 Kirk's opponent, the Gorn captain, is far stronger and much more resilient than the ENTERPRISE commander. However, he is much slower-moving.



3 The Gorn manages to catch Kirk in a complicated trap constructed of rocks and vines. Fortunately for Kirk, the Gorn is too slow to finish him off.



4 Kirk finally realizes that the weapons the Metrons were talking about are right in front of him, and hurriedly begins to construct a crude gun.



5 Kirk has the Gorn captain's life in his hands. But he accepts that his enemy may have a reasonable grievance, and refuses to take his life.



6 The Metrons are impressed with Kirk and with humanity, and promise that in the distant future they may ultimately become friends.

STARSHIP FACTS

A The colony on Cestus III is an accidental incursion into Gorn space, and is destroyed in 'self defense'.





'The Alternative Factor'

In orbit around a distant planet, Kirk and his crew encounter a deadly phenomenon. At the center of it all, on the planet below, is a man called Lazarus. If the crew of the *U.S.S. Enterprise* cannot stop him, one man's madness could destroy the universe.

CAPTAIN'S LOG

STARDATE: 3087.6

"While investigating an uncharted planet the *ENTERPRISE*, and at least this entire quadrant of space, has been subjected to violent, unexplained stress and force. Sensors have reported the presence of a human being on the planet below, who might be connected to the phenomena ..."

The *U.S.S. Enterprise NCC-1701* is scanning an uninhabited planet when it is rocked by a massive disturbance. **Spock** reports that everything in scanning range briefly ceased to exist and, at the same moment, a human life form appeared on the planet.

A landing party finds **Lazarus**, a badly injured man who is desperate for their help. Lazarus claims to have pursued an 'evil thing' to the planet below. However, Spock reports that there is no other life form on the planet.

Lazarus has regular convulsions, and **Dr. McCoy** is puzzled by a wound on his head which disappears and then reappears.

There is a visible source of radiation on the planet. Spock says that it is a rip in the universe, which they can only pinpoint by using **dilithium crystals**. Lazarus insists that they can use dilithium to defeat his enemy, but Kirk refuses to cooperate.

Later, Lazarus steals the dilithium crystals. When Kirk catches him he blames his foe, and a search fails to uncover the crystals.

Another reality

Spock deduces that the radiation on the planet is coming from a parallel universe, and Kirk realizes that Lazarus is in fact two identical men who are passing between them. If the two Lazaruses ever meet, it could destroy both universes.

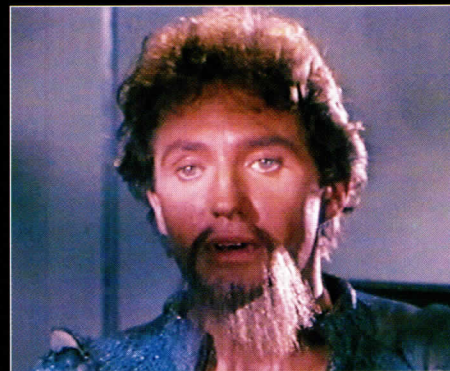
Meanwhile, Lazarus steals more dilithium crystals and returns to the surface. Kirk follows him and finds him fitting the crystals to his ship. The captain lunges at him, but finds himself transported to the parallel universe, where he meets a calm version of Lazarus who explains the situation. The other Lazarus is mad and is determined to destroy both universes. If Kirk can force the mad Lazarus into the corridor between the realities and then destroy his ship, the sane Lazarus can keep him there.

Kirk returns to his universe and forces Lazarus into the corridor, trapping both of them in an eternal struggle.

ON SCREEN...



1 Starfleet contacts Kirk to tell him that the disturbance the *U.S.S. ENTERPRISE* encountered has affected the entire Galaxy. Kirk is ordered to investigate.



2 Kirk and his men find Lazarus on the surface. They take him back to the *ENTERPRISE*, where he tells them about his deadly enemy.



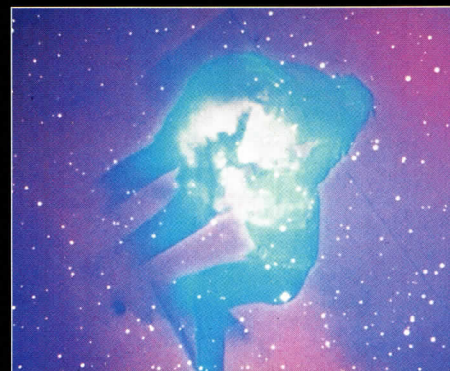
3 Lazarus claims that he has chased his foe, an 'evil thing', to the planet. But Spock insists that Lazarus is lying - there is no other life form on the surface.



4 The deranged Lazarus wanders the *ENTERPRISE* corridors, suffering from convulsions which, he claims, are attacks by his enemy.



5 Kirk tries to pull Lazarus from his craft, but the captain has arrived at the wrong moment, and Lazarus's ship sends him into the parallel universe.



6 With their ships destroyed, the two Lazaruses are trapped in the corridor between the universes, where they will battle one another forever.

STARSHIP FACTS

The Lazarus from our universe is driven insane by the thought that a duplicate of him exists. This is the 'evil thing' he intends to destroy.



FILE 71 STAR TREK: VOYAGER

'Jetrel'

When Jetrel contacts the *U.S.S. Voyager NCC-74656* he claims to have Neelix's best interests at heart, but it soon emerges that the inventor of the deadly metreon cascade has a hidden agenda that will take him back to the planet he destroyed.

'JETREL'

"The night of the cascade, a bright flash cut across the sky. It was so blinding that people threw themselves to the ground. Then everything stopped, like a moment out of time. Then we all looked up to see where the flash had come from, but the sky seemed oddly empty."

— Neelix

A Haakonian ship hails the *U.S.S. Voyager NCC-74656* with a private message for Neelix from a man called Jetrel. Neelix tells Janeway that Jetrel invented the **metreon cascade**, a devastating weapon that destroyed Rinax, Neelix's home planet, and he refuses to meet him. Jetrel comes aboard anyway. He thinks that as Neelix was part of the rescue team that went to Rinax he may have contracted **metremia**, a deadly blood disease.

Neelix eventually agrees to be tested, and Jetrel reports that he has incipient metremia. As Neelix comes to terms with the news, Jetrel suggests taking the *Voyager* to Rinax. He believes that he can use the **transporter** to retrieve a sample of the **metreon isotope**, which may enable him to develop a cure for metremia.

Jetrel continues to work on Neelix. He tells Neelix that after the cascade his wife and children left him, but Neelix is unsympathetic: nothing compares to the horrors he saw on Rinax. Jetrel nods; perhaps he is a monster, but it hardly matters now. He has advanced metremia himself, and will die within days.

A chance of redemption

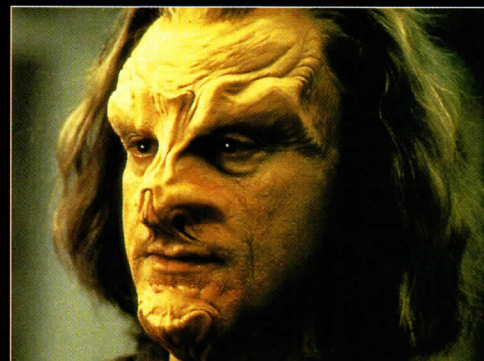
The *Voyager* arrives at the lifeless Rinax, and B'Elanna beams a sample of the metreon cloud aboard. In sickbay, Jetrel deactivates the **Doctor** and uses his equipment to transform the sample into something organic. Neelix barges in, but Jetrel disables him with a **hypospray**.

Janeway tracks Jetrel down to **Transporter Room One**. Jetrel believes that he can use the transporter to restore the victims of Rinax to life. Neelix does not have metremia; it was only a pretext to bring them here. At Neelix's request, Janeway agrees to try, but the fragmentation is too great and, faced with failure, the Haakonian collapses. Neelix visits Jetrel in sickbay and offers him forgiveness before he dies.

ON SCREEN...



1 Neelix is playing pool on the holodeck when he is called to the bridge. He has never told the *U.S.S. VOYAGER* crew what happened on his home planet.



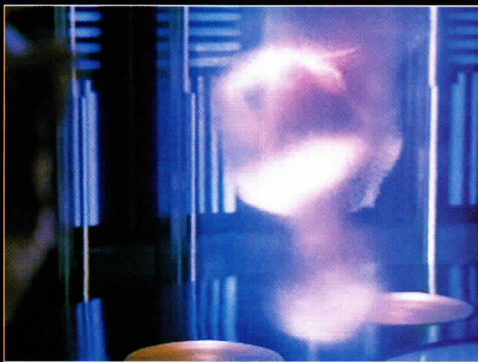
2 Jetrel insists that he is only interested in Neelix's wellbeing. He has made it his life's work to help those who were affected by the metreon cascade he invented.



3 Neelix has little reason to trust Jetrel. This is the man who destroyed his planet and killed his family. Even now, Neelix suspects the Haakonian scientist's motives.



4 When Neelix interrupts Jetrel in sickbay, the scientist disables him. It is obvious that, whatever Jetrel is planning, he is unwilling to tell anyone of his intentions.



5 Using the transporter and the Talaxian medical records, Jetrel attempts to revive the dead. But the task is beyond even the *U.S.S. VOYAGER*: the past can't be undone.



6 Jetrel dies in the *VOYAGER* sickbay, a victim of his own weapon. Neelix overcomes his anger and visits him in his last days to offer him forgiveness.

STARSHIP FACTS

A More than 300,000 Talaxians are vaporized by the metreon cascade on Rinax. Thousands more die from metreon poisoning.



'Learning Curve'

Since arriving in the Delta Quadrant the *U.S.S. Voyager NCC-74656* has had to rely on its Maquis crew members, but not everyone has found it easy working on a Federation ship. In the midst of a crisis, Janeway tells Tuvok to set up his own Starfleet Academy.

'LEARNING CURVE'

"It's not like we're guilty of mutiny. We'll just keep doing our jobs, same as ever. We're just not going to jump through any Starfleet hoops."

— Dalby

When Dalby, a Maquis crewman, replaces a malfunctioning gel pack, he interrupts the ship's systems. Tuvok orders him to follow the correct procedure in future, but is rebuffed. Janeway decides that some of the Maquis, who are having trouble adjusting to life on the *U.S.S. Voyager NCC-74656*, need a crash course in Starfleet procedure.

Chakotay picks out four crewmen for the training, and they assemble for inspection. Tuvok treats them very strictly, and the Maquis soon walk out on him.

Tuvok's students explain to Chakotay that they want to do things the Maquis way, not the Starfleet way. Chakotay responds by punching Dalby — that's the Maquis way. Reluctantly, the four agree to return to class.

The gel packs are still malfunctioning and B'Elanna takes one to sickbay, where the Doctor discovers that it has an infection.

Dangerous cheese

Tuvok's trainees are not responding to his approach, and Neelix suggests that he should be more flexible. As they talk, Tuvok realizes that some cheese Neelix has made has created the bacteria which has infected the gel packs.

The cheese is taken to sickbay but gel packs start to fail rapidly, and Tuvok and his class are trapped in a cargo bay. Eventually, the Doctor realizes the infection can be driven out with heat. B'Elanna runs the warp engines without moving the ship, and the temperature rises.

In the cargo bay a plasma conduit bursts, filling the room with deadly gas. Tuvok sends his class into the Jefferies tubes, but one student, Geron, is trapped. Tuvok turns back to rescue him, but even with his Vulcan strength he cannot make it to the door with the injured crewman.

The temperature on *Voyager* becomes high enough to return the gel packs to normal. The rest of the Maquis prise the doors open and rescue Tuvok and Geron, with a new respect for the Vulcan officer.

ON SCREEN...



1 Dalby tells Tuvok that he simply saw a malfunctioning gel pack and replaced it. He cannot see that his actions caused problems, and refuses to change his ways.



2 Some of the Maquis crew members are not adjusting very well to life on a Starfleet vessel. Janeway orders Tuvok to start a training regime.



3 Chakotay has spent time in both Starfleet and the Maquis. If Dalby wants to do things the Maquis way, Chakotay is willing to fight with him every day.



4 Neelix shows Tuvok that rigid plants can be broken, but flexible ones are much stronger. He suggests the Vulcan officer takes a softer approach.



5 The source of all of the *U.S.S. Voyager's* troubles can be found in Neelix's kitchen. His homemade cheese has infected the ship's biological circuitry.



6 Tuvok tells an amazed Dalby that sometimes it is appropriate to bend the rules. Tuvok's willingness to change gives the Maquis respect for their taskmaster.

STARSHIP FACTS



Dalby joins the Maquis after his lover is killed in a Cardassian attack.

B continued

bakrinium

Substance mined in the **Gamma Quadrant** by a **Vulcan** geological survey team. In 2372, they accidentally unearthed some ancient artifacts, including a cloth believed to contain information on the whereabouts of the legendary **Sword of Kahless**. (*Starship Log: 'The Sword of Kahless'* [DS9])
SEE FILES 8, 11, 70

baktun

A standard gauge of time in the defunct **Tkon Empire**, comparable to multiple centuries of Earth years, although the precise equivalent has yet to be determined. (*Starship Log: 'The Last Outpost'* [TNG])
SEE FILES 6, 69

Balduk warriors

While these brutal fighters are generally regarded as formidable opponents, **Lieutenant Commander Worf** has yet to be impressed by their combat abilities. (*Starship Log: 'New Ground'* [TNG]) **SEE FILES 18, 69**

Balfour Lake

Wesley Crusher is taken to **Balfour Lake** on his very first camping trip by his mother **Beverly** and father **Jack**. (*Starship Log: 'Attached'* [TNG]) **SEE FILES 43, 69**

Ballard, Lieutenant

An educator aboard the **U.S.S. Enterprise NCC-1701-D** during the year 2366, **Ballard** was the teacher of the primary-level grade in which **Lieutenant Commander Data** enrolled his daughter **Lal**. (*Starship Log: 'The Offspring'* [TNG])
SEE FILES 25, 55, 69

Balok

The childlike entity who employed a fierce, though false, representation of himself to threaten the destruction of the **U.S.S. Enterprise** in 2266. **Balok** backed down in the face of **Kirk's** corbomite bluff, and claimed that he was simply attempting to assess **Federation** intentions. He subsequently accepted a **Federation** envoy on his ship, **Fesarius**. (*Starship Log: 'The Corbomite Maneuver'* [TOS]) **SEE FILES 58, 68**

Balosnee VI

This planet is a popular vacation destination, largely due to the tendency of its waters' gravitational variations to induce pleasant phantasmal effects in visitors. (*Starship Log: 'The Nagus'* [DS9])
SEE FILES 3, 70

balso tonic

A favorite beverage of **Ambassador Odan**, a **Trill**. During his stay on the **U.S.S. Enterprise** in 2367, the food replicator was unable to produce it. (*Starship Log: 'The Host'* [TNG]) **SEE FILES 46, 69**

Balthus, Dr.

A botanist who served aboard the **U.S.S. Enterprise NCC-1701-D** circa **Stardate 44631**. (*Starship Log: 'Night Terrors'* [TNG]) **SEE FILES 25, 69**

Ba'ltmasor Syndrome

Klingon exobiologist **J'Dan** suffered from this debilitating ailment, and used the regular injections he received as treatment to



▲ **Data's 'offspring', Lal, stands at the back of the U.S.S. ENTERPRISE class in the primary school while he discusses her with the teacher, Lt. Ballard.**

smuggle **Federation** computer files, which had been reduced to the size of molecules, in his bloodstream. (*Starship Log: 'The Drumhead'* [TNG]) **SEE FILES 48, 69**

Baltrim

This **Bajoran** was rendered incapable of speech by the **Cardassians**. In 2351, he fled to **Jeraddo**, a satellite of his then-occupied homeland, where he lived quietly for 18 years until all residents were removed from the moon. (*Starship Log: 'Progress'* [DS9]) **SEE FILES 10, 47, 70**

banana split

An elaborate, rich dessert which young **Wesley Crusher** considered "the best thing" in the entire universe. The dish itself consists of multiple scoops of ice cream set atop two halves of a banana fruit, and covered with nuts, fruit pieces, and a flavored sauce. (*Starship Log: 'Suddenly Human'* [TNG])
SEE FILES 7, 69

Bandi

The indigenous race on **Deneb IV**. The **Bandi** compelled a captured life form to masquerade as **Farpoint Station** as part of their attempt to be accepted into the **Federation**. (*Starship Log: 'Encounter at Farpoint', Parts I and II* [TNG]) **SEE FILES 5, 18, 69**

Baneans

The **Baneans** of the **Delta Quadrant** are an advanced race in dispute with their neighboring rivals, the **Numiri**. (*Starship Log: 'Ex Post Facto'* [VOY])
SEE FILES 18, 71

Baneriam hawk

A bird of prey, native habitat currently unknown. **Quark** thought **Odo's** close scrutiny of his customers resembled that of a **Baneriam hawk** looking for food. (*Starship Log: 'If Wishes Were Horses'* [DS9]) **SEE FILE 70**

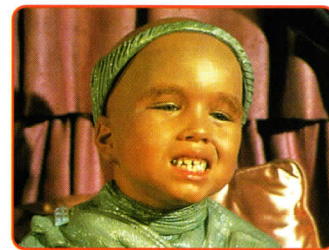
Banjo man

Form adopted by the powerful being in control of the **Caretaker Array** in the **Delta Quadrant**. The persona of an elderly man playing a musical instrument was intended to make the kidnapped **Maquis** and **U.S.S. Voyager** crew members feel comfortable and unafraid. (*Starship Log: 'The Caretaker'* [VOY]) **SEE FILES 42, 71**

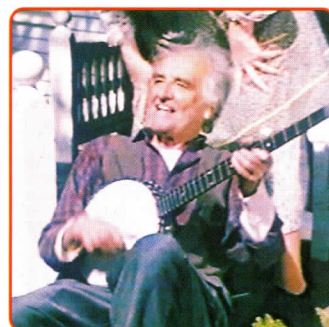
bantán

A spicy vegetable grown in the **U.S.S. Voyager's** hydroponic garden by **Kes** and cooked by **Neelix**. (*Starship Log: 'The Cloud'* [VOY])
SEE FILES 29, 71

bakrinium
baktun
Balduk warriors
Balfour Lake
Ballard, Lieutenant
Balok
Balosnee VI
balso tonic
Balthus, Dr.
Ba'ltmasor Syndrome
Baltrim
banana split
Bandi
Baneans
Baneriam hawk
Banjo man
bantán
Baran, Arctus
Barash
Barak Kadan
Barbara series
barber shop
Barbo
Barclay, Reginald
Barclay, Reginald (hologram)
Barclay's Protomorphosis Syndrome
Bardakian pronghorn moose
Bardeezan merchant ship
Bareil, Vedek
Baris, Nilz



▲ **Balok attempted to scare the U.S.S. ENTERPRISE crew into submission by projecting an ominous figure on the ship's viewscreen. In reality, Balok resembled a child, and was harmless.**



▲ **The Banjo man is actually an extremely powerful being on the verge of death. Scanning the minds of some of the VOYAGER crew, he decided that an image of down-home friendliness would stop them from being afraid.**



◀ **Arctus Baran** ran a pirate ship that abducted **Captain Jean-Luc Picard** from an archeological expedition in 2370. He kept his crew loyal with pain-inducing devices.

Baran, Arctus

The alien mercenary captain **Arctus Baran** enforced order among his crew by the use of pain-giving devices. (Starship Log: 'Gambit', Parts I and II' [TNG]) **SEE FILES 40, 58, 69**

▶ **Barash**, a lonely but extremely powerful child, used his cave on **Alpha Onias III** as a virtual playground by trapping **Commander Riker** in a near-perfect illusory world.

Barash

A solitary child from an undetermined species who, desperate for a companion, used an illusory world to entrap **Commander Riker** in his specially modified cave on **Alpha Onias III**. Riker eventually took **Barash** back to the **U.S.S. Enterprise**. (Starship Log: 'Future Imperfect' [TNG]) **SEE FILES 58, 69**



Barak Kadan

A great opera singer who, according to **Worf**, is like no other due to the power of his voice and the strength of his intonation. **Jadzia Dax** thinks he's boring. (Starship Log: 'Looking for Par'Mach in All the Wrong Places' [DS9]) **SEE FILES 11, 70**

Barbara series

One of the specially-designed androids used by **Harry Mudd** on the planet he named for himself. (Starship Log: 'I, Mudd' [TOS]) **SEE FILES 55, 68**



barber shop

The onboard barber shop of the **U.S.S. Enterprise NCC-1701-D** is operated by the **Bolian, Mot**, with locations on Decks 8, 9, and 10. The crew get haircuts and other personal care routine at the barber shop, often receiving unsolicited advice from the proprietor as well. (Starship Log: 'Data's Day' [TNG]) **SEE FILES 25, 58, 69**

▶ **Mot** loves to talk with his clients. His incessant chatter, however, is not always appreciated. In 2368, **Mot** fashioned the **Romulan-style** hairpieces worn by **Picard** and **Data** on an undercover mission.

Barbo

A cousin of **Quark's**; he was imprisoned when Quark turned him in to the **Tarahong** authorities after the two had conspired to sell faulty **warp drives** to its government. (Starship Log: 'The Nagus' [DS9]) **SEE FILES 51, 70**

▶ The holographic **Barclay** helped to determine a malfunction in **VOYAGER's** **Emergency Medical Hologram**. **Barclay** was one of the **EMH's** original developers.



Barclay, Reginald

The painfully shy and anxious **Lieutenant Barclay** worked as a diagnostic engineer after relocating to the **U.S.S. Enterprise NCC-1701-D** in 2366. He showed remarkable expertise and ingenuity in operating the **holodeck**, a talent that has been called upon on many occasions. (Starship Log: 'Hollow Pursuits' [TNG]; 'The Nth Degree' [TNG]; 'Realm of Fear' [TNG]; 'A Fistful of Datas' [TNG]; 'Ship in a Bottle' [TNG]; **Star Trek: First Contact**) **SEE FILES 43, 69, 79**

Barclay, Reginald [hologram]

A holographic version of **Lt. Barclay** appeared during a malfunction in the **U.S.S. Voyager's** **Emergency Medical Hologram** program. It claimed that Barclay had been part of the team which had developed the **EMH**. (Starship Log: 'Projections' [VOY]) **SEE FILES 43, 56, 71**

Barclay's Protomorphosis Syndrome

Name given to **intron virus** contamination which occurred on board the **U.S.S. Enterprise NCC-1701-D** in 2370. This virus, which spread from a mutated synthetic T-Cell from **Reginald Barclay**, saw crew members devolving into primitive life forms. As with many diseases, the name is derived from the first person to catch it. (Starship Log: 'Genesis' [TNG]) **SEE FILE 69**

Bardakian pronghorn moose

Presumably a mammalian life form, it is best recognized by its obnoxious and blaring bellow. (Starship Log: 'Unification, Part II' [TNG]) **SEE FILE 69**

Bardeezan merchant ship

Standard trading-type ship common to **Deep Space Nine**. This particular ship was suspected of harboring **Gul Dukat** in 2370. (Starship Log: 'New Ground' [TNG]) **SEE FILES 18, 70**

Bareil, Vedek

A former gardener and prominent spiritual mentor to the **Bajorans** who supported friendly relations with the **Federation**, and was romantically involved with **Major Kira Nerys**. Bareil survived an assassination attempt by **Vedek Winn**, his opponent for the position of **Kai**, in 2369, but died from injuries sustained in a transport ship explosion in 2371. (Starship Log: 'In the Hands of the Prophets' [DS9]; 'Life Support' [DS9]) **SEE FILES 47, 70**

Baris, Nilz

Human who served as Undersecretary of Agricultural Affairs for the **United Federation of Planets** in 2267. His aide, **Arne Darwin**, a **Klingon** posing as a human, was responsible for poisoning a shipment of **quadrotriticale grain**. (Starship Log: 'The Trouble with Tribbles' [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILES 48, 68, 70**

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